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COMPUTER + VIDEO GAMES



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SPACE HARRIER
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HIT PAK
VOL 1
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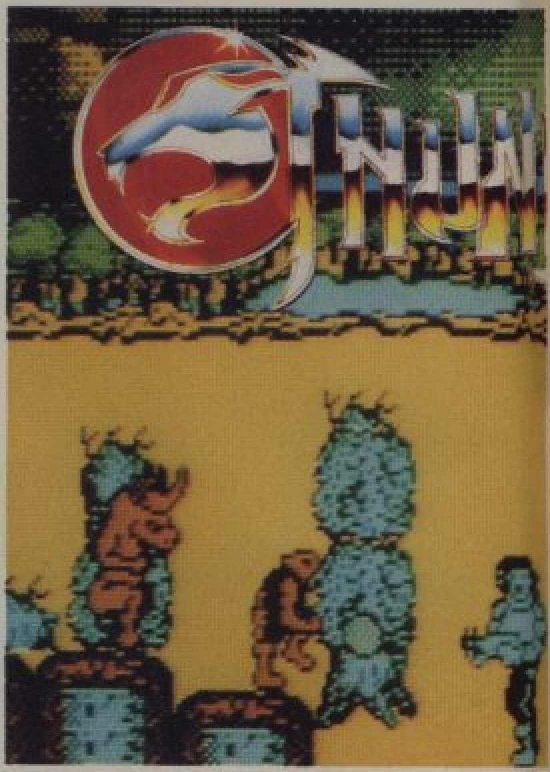
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C+VG team

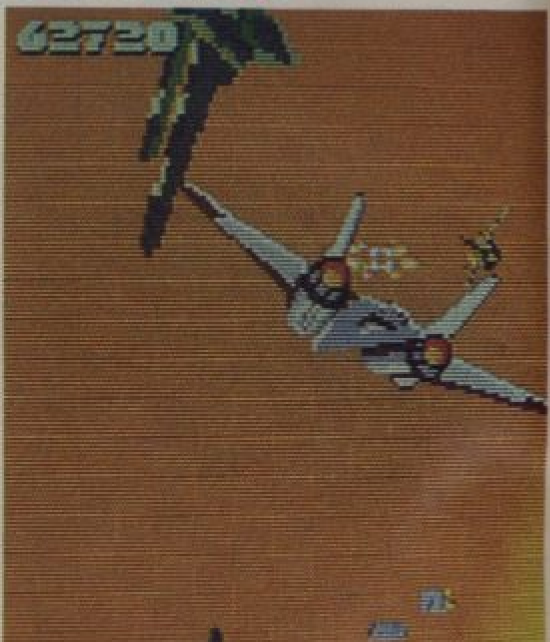
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● THUNDERCATS COMIC/P86

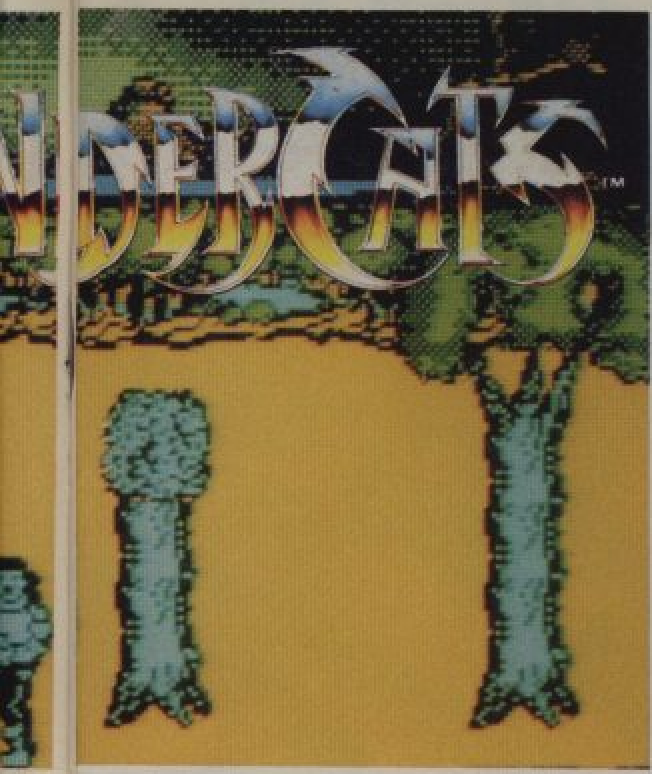


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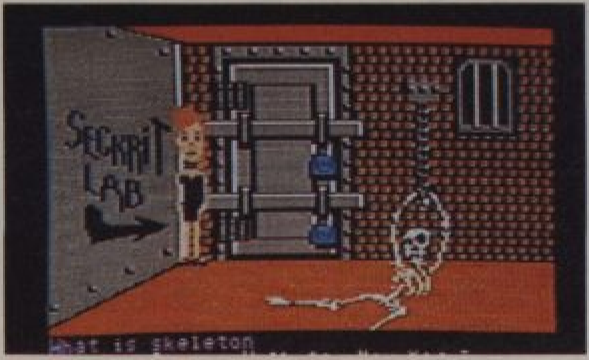


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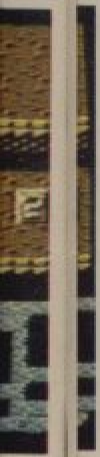
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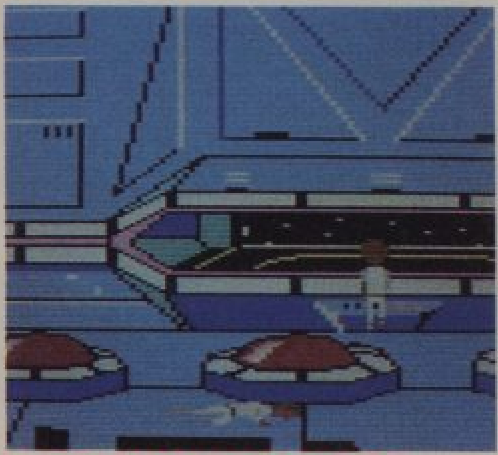














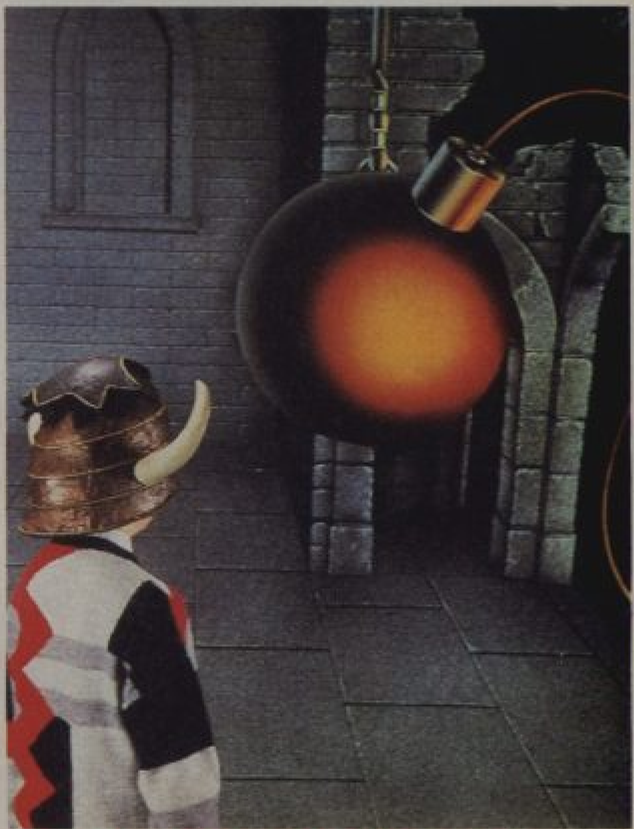


Inside Story

Thundercats Ho! Got your free tape? Got your free pull out poster? Are you sitting comfortably? Good, then I can begin! There's more than *Thundercats* and free gifts to this issue of C+VG. We've got reviews galore — reviews of 16-bit games as well as hot new releases for the 64, Spectrum and Amstrad. And games don't come much hotter than our Game of the Month, *International Karate 2. Tony T.* has been busting a gut to bring you the meanest of games for the *Mean Machines*, the *Nintendo* and the *Sega*. This time he looks at the long awaited *Nemesis II*. Talking Nintendo you can WIN one of the Deluxe sytems. Complete with R.O.B. your plastic pal who's fun to be with! And there's a mega-prize from *Mastertronic* in the shape of a genuine *Bosconian* arcade machine just waiting for you to get your hand on it!

Tim





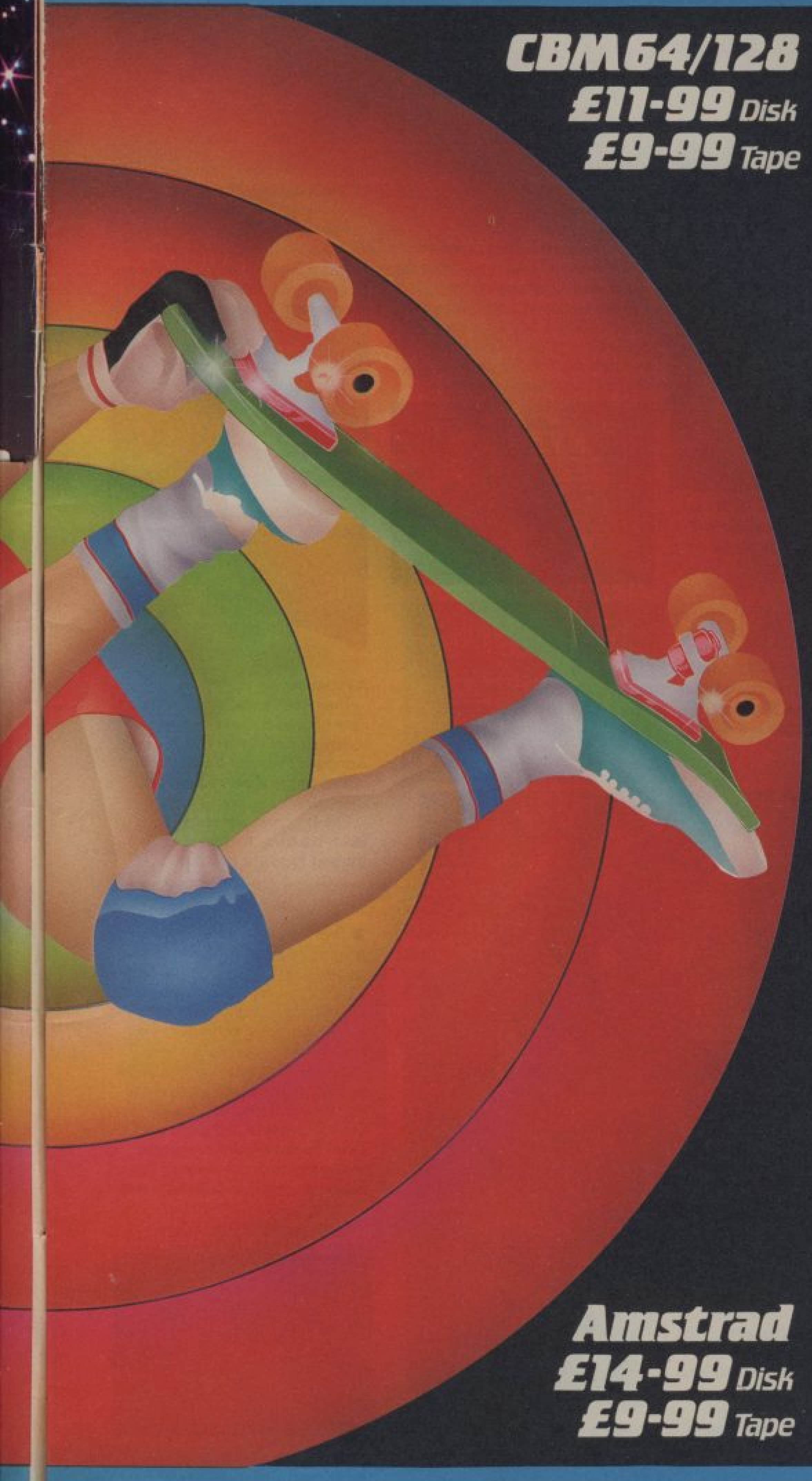


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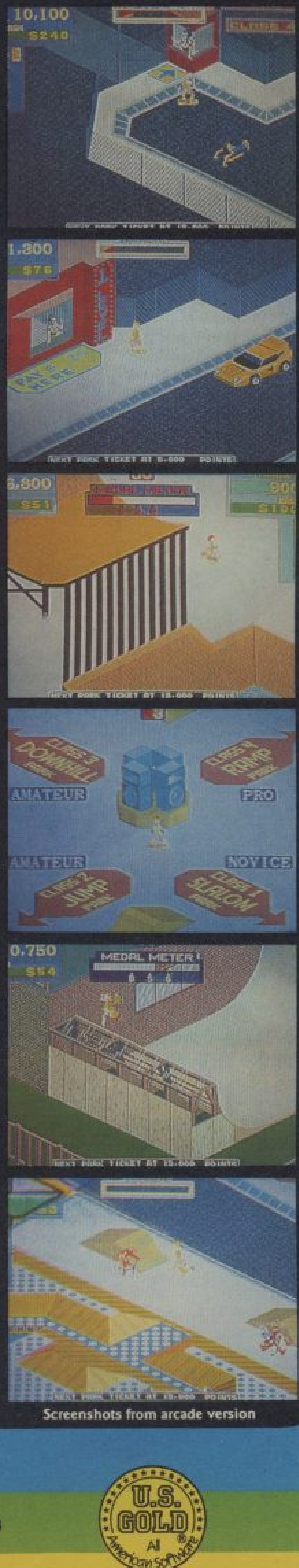


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News

Get Shirty.

■ We've got a very special offer just for YOU. **Konami** has produced this really neat t-shirt and it wants C+VG readers to have them at the give away price of £4.95 — they normally cost over £6! To take advantage of this special C+VG offer all you have to do is cut out the special coupon and send it, together with a cheque or postal order made payable to W+V Supplies, to **W+V Supplies, Bank Buildings, Bank Street, Newton**



Abbot, Devon, TQ12 2JL. Overseas readers should add £1.05 postage and packing.



Eagle Lands.

■ The long awaited **F-15 Strike Eagle** from **MicroProse** is due for release on Atari ST about now. **F-15 Strike Eagle** is a realistic combat simulation that transports the player into a world of electronic air warfare. There are seven "historic" missions – from the secret night bombing of North Vietnam to daylight raids into Iran.

F-15 STRIKE EAGLE is currently available on C64/128 cassette and disk, Atari XL/XE cassette and disk and Spectrum cassette.



A Howler!

■ Here's a first look at **Werewolves of London**, due out in November on Commodore,

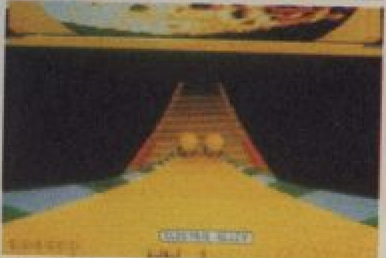


Amstrad and Spectrum. Will it be a howling success for Viz Design? Stay tuned...

Coining it.

■ **Melbourne House** hopes to be back with a bang later this year following **Mastertronic's** buy-out of the label. The new releases lined up include computer conversions of Mastertronic's





Arcadia coin-op games.

They are **Roadwars**, a space race around a never-ending roadway circling the Moon of Armageddon, and **Rockford**, based on the **Boulderdash** character.

Other games scheduled are **Metropolis, Pulse Warrior, Street Hassle** and **Kelly X**.





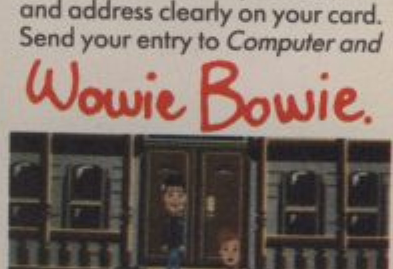
▲ Winner Martin congratulated by Jeff. ▲ Martin, Andrew, Darren and Jeff.

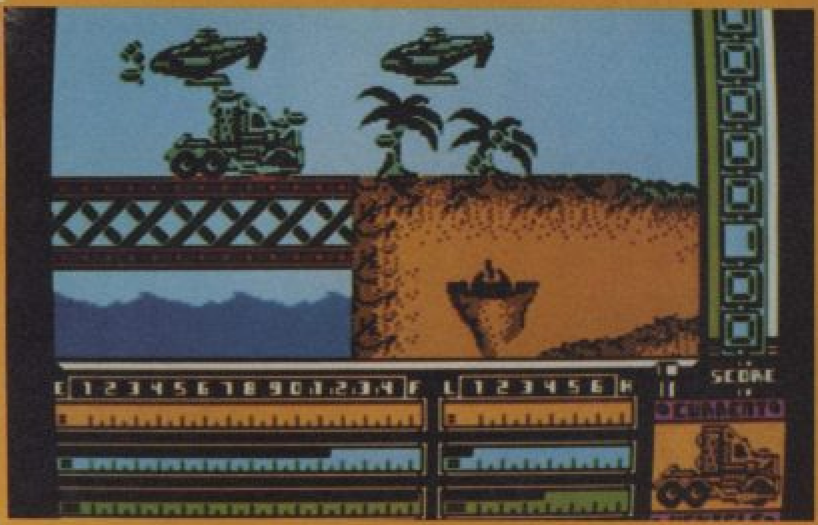
■ A real battle of the giants took place at the Personal Computer World Show. Top scoring titans from arcades all over the country met in a no holds barred fight to the finish on that mega-machine **R-Type**. Three finalists from C+VG's search for an arcade star competition, staged in the magazine and at the show, met on the last day of the show for the final showdown. They were **Darren Parker** from Doncaster, **Andrew Hall Davies** from Redditch and **Martin Deem** from Stubbington, Hampshire. Each had 10 minutes to clock up their high score on *R-Type* and win a £1,000 arcade machine donated by **Electrocoin**, the UK's top arcade machine distributors. To make sure the whole thing was run fairly **Jeff Peters** from the visiting US Video Games Championship Team was the timekeeper. So who came out on top? None other than **Martin Deem** who put together a new machine high score of 210,000 in his 10 minute slot.

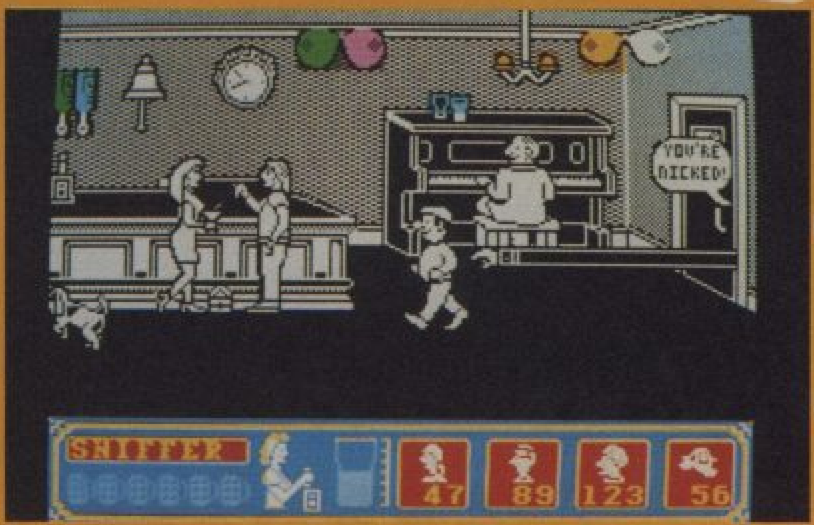


■ That truly wonderful **Lucasfilm** adventure **Maniac Mansion** is reviewed this issue – and we've got SEVEN awesomely huge posters featuring the neat artwork from the packaging to GIVE away to the first seven C+VG readers who write in, on a postcard only please, with the name of the **Lucasfilm** game based around a film starring **David Bowie**. Simplicity itself. Don't forget to print your name and address clearly on your card. Send your entry to *Computer and*

Wowie Bowie.







Matt's Back!?

■ Here's a brief look at some of the **Gremlin** games about to blitz the Christmas market.

First, there's more adventures of **Matt Trakker** in **MASK II**.

The action is divided into two main challenges. Firstly the alert section and the selection of your team and vehicles followed by completion of the four main missions, during which the player must exercise expertise in choosing when to transform.

Compendium is Gremlin's adaptation of the traditional board games compendium! Hosts are the Winks, father Tiddly Wink and his wife, Mavis Wink.

Up to four players can compete by taking the role of either one of the Wink children, the baby or the Wink dog.

In **Defletore**, there are no heroes, or no foes, only pure skill and technology. You guide your lazer beams through a sea of danger, a pyramid of obstacles reflect it from mirrors, bounce it off walls and deflect it through lenses.

The players must calculate the angles, carefully judging the beam's path towards the home receiver. After that, another fifty nine levels of frustration and mind boggling intrigue.

Alternative World Games is a sports simulation spoof.

Each game takes place at a different location. You'll be sack racing in Naples, boat throwing at the Colosseum, pole climbing in Verona and running up walls in Venice!!!

After that, and if you can still stand the pace, try your hand at piling plates, jumping rivers, pogoing and pillow fighting.

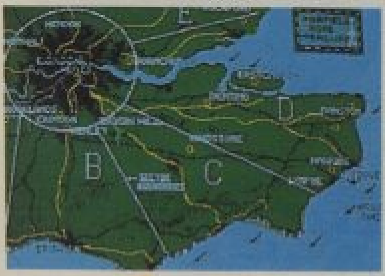
Basil The Great Mouse Detective is based on Walt Disney's latest film character.

The player must rescue his good friend Dr Dawson from the evil clutches of the dastardly Ratigan. Follow the clues which are strewn all over the buildings in Baker Street in order to achieve your objective.

Video Games, Maniac Mansion Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't delay, enter today!

Spitting fire.

■ **Spitfire 40, Mirrorsoft's** classic combat flight-sim is due to take-off on the Atari ST this month. Enhanced graphics, great sound, improved packaging with maps and log books make this an attractive package even at £24.95.



Hi Chuck!!

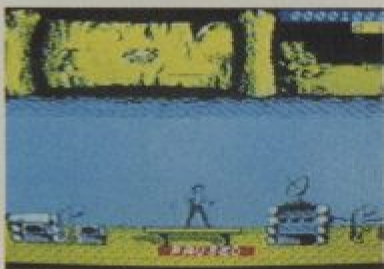
■ Here's **Chuck Yeager's Advanced Flight Simulator** from **Electronic Arts** – put together with the assistance of the main man himself. Who is **Chuck Yeager**? He's only the first pilot to shatter the sound barrier that's all. And he's flown every sort of jet you can think of. You might have seen his life story on film in *The Right Stuff*.



Star Man.

■ Laying down the law on the wild frontier planet of Nex Texas is **Bravestarr**, six foot of cult cartoon character, blasting up a Spectrum near you this Christmas. It is programmed by Probe





Software for US Gold's new Go label. The sheriff must keep the peace but that won't be easy when you see the outlaws and criminals attracted to New Texas by the precious metal Kerium. It's a game where you'll have to shoot to thrill.

Panther Tale.

■ Sitting in a dingy backstreet café somewhere in Paris is a small shady looking man. Yup, you guessed it, it's the Ed on a secret mission for C+VG. The collar of his stained raincoat is turned up, his battered hat is pushed down low to hide his beady eyes. Another shady character sidles up to the Ed's table, sits down and says, in a fake French accent: "Ello, Inspecteer Closeau 'ere. 'Ave you 'erd about zat craftee 'Arry Ollersoft? I 'ave bee watching heem verry clousley. Ee ez hiding zomezing from me. But I, ze great detecteeve, will find out what it eez!" But the Ed is way in front of Clouseau. He already knows that 'Arry Ollersoft has signed up the **Pink Panther** for a big new computer caper coming to a software shop near YOU very soon.

Dirty Rat!

■ Here's the long awaited new epic from **Cinemaware**. Called **King of Chicago**, it's a superb, atmospheric game set in the



gangster period of US history. First seen on the Macs this Amiga version has truly awesome graphics.

It should be out now for the Amiga from **Mirrorsoft** at £2.95.

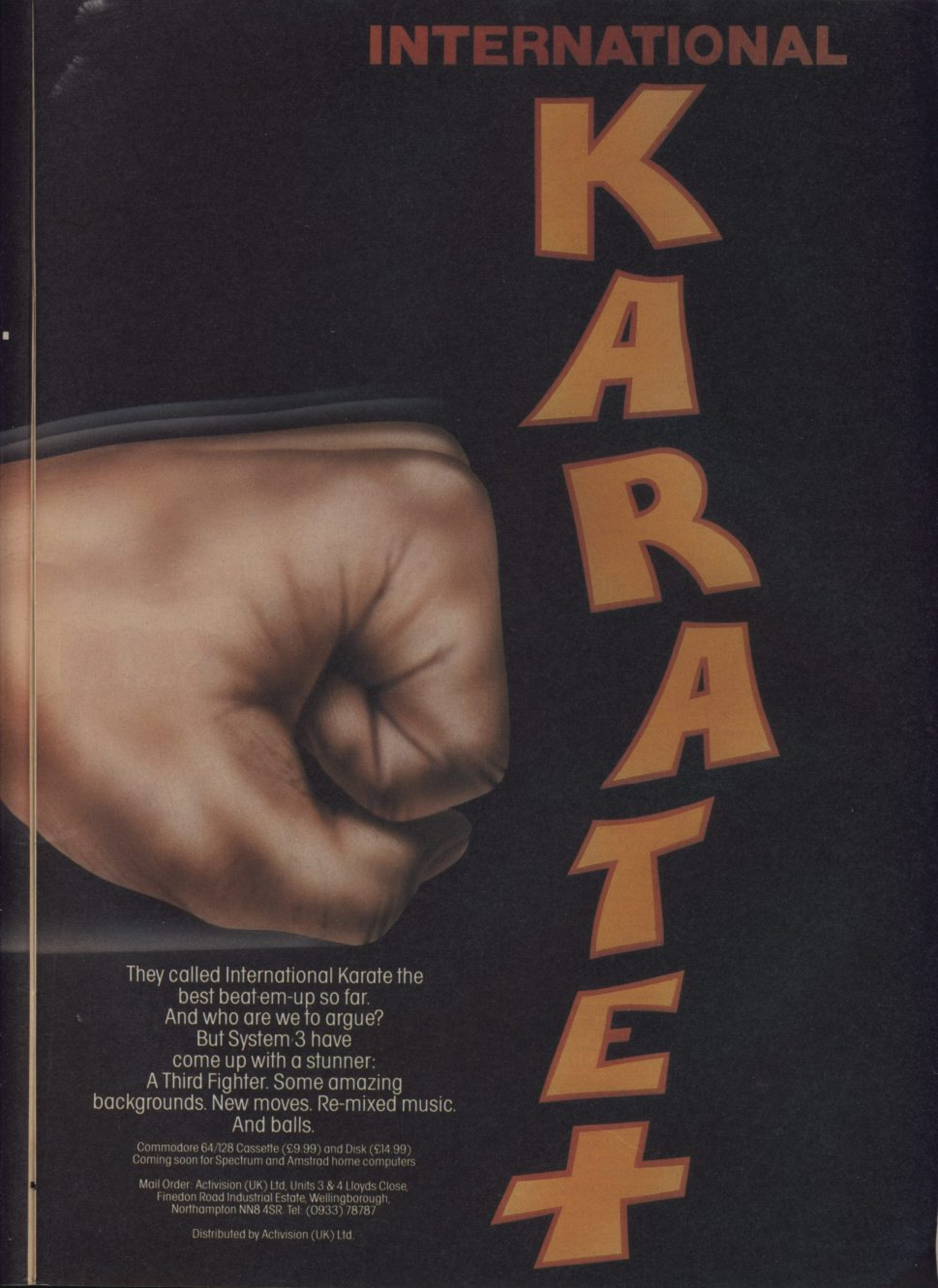
Eugene's Island

■ **Eugene Evans** is alive and well, and still living in Liverpool. The world's oldest whizz-kid is working on the **Bermuda Project**, an exciting text/graphics adventure for the ST, Amiga and Apple Mac to be released by



Mirrorsoft this month. In the game a reporter crashes on a desert island without his eight favourite records. The only solution is to attempt an escape to civilisation!


CALL IT A SEQUEL...
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News

Driller Thriller.

■ This here's **Driller**, the new game developed using **Incentive's** new **Freescape** solid 3D environment simulator. **Driller** puts you in charge of a rig which has to locate dangerous gases beneath the surface of your moon as well as dealing with alien machinery and defence systems. It's a huge game which takes you over and underground – with over 20,000 billion screen possibilities. Mind-boggling, eh? **Incentive** say the complete Driller "experience" will include a 30 page operations manual, a novella plus a 3D mapping model. Out first on the Spectrum with Commodore and Amstrad versions to come. Prices will be £14.95 on tape, £17.95 on disc. Review next issue, hopefully.



16bit Offer!

● Just so all you 16-owners don't feel left out because there's a free



tape for Commodore, Spectrum and Amstrad owners stuck on the front of this magazine we've got a special offer just for YOU. Top Atari ST and Amiga software house Rainbird has agreed to knock £5 off two of its best-selling 16-bit games — **Tracker** and **Guild of Thieves** for the Amiga. Yup, five whole pounds off the epic strategy game **Tracker**, which was a C+VG 16-bit hit a while back, or five pounds off that awesome Magnetic Scrolls adventure **Guild of Thieves**.

C+VG/RAINBIRD 16-BIT HITS OFFER

Please rush me my copy of *Tracker* for the Atari ST/*Guild of Thieves* for the Amiga (delete where applicable)

I enclose a cheque/PO for £19.99 made payable to Computer and Video Games.

Name__________

Address__________

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1 TOKEN
16 Bit Offer

Just Ripping

■ The ladies of St Bride's have been rather quiet recently. But their latest game should put them back into the full glare of publicity. *Jack the Ripper*, due for release on the Spectrum and CBM 64 in November and Amstrad in December, should be controversial to say the least if the rather gory screen shots are anything to go by, which we, for reasons of good taste, refused to print. The game – which will be released by CRL – is a portrayal of one of the most brutal and macabre serious of crimes in British history.

Jingle Tills!!

■ As Christmas looms on the horizon the software houses are raiding their back catalogues of games and putting together all sorts of game compilation tapes to tempt you. Some are good, some bad, some are actually great.

Here's a round up of what's turned up in C+VG's offices, recently.

First up is the **Hit Pak** release **6-Pak Volume 2** offering a selection of goodies from various companies. Games are **Ace (Cascade), Shockway Rider (FTL), Into the Eagles Nest (Pandora), International Karate (System 3) Light Force (FTL)** and a previously unreleased game called **Batty**.

6-Pak Volume Two is out for the Spectrum, CBM 64 and Amstrad at £9.95 on cassette and £14.95 CBM and Amstrad disk.

Out from **Activision** is **LucasFilm 4: The Prestige Collection**, a two cassette package containing **Fractalus, Ballblazer, Koronis Rift** and **The Eidolon.** Prices are £9.99 on Spectrum, Commodore and Amstrad and £14.99 on CBM and Amstrad Disk.

Action Pack 3 from **Alligata** contains **Who Dares Wins II, Octagon, Trap** and **Indoor Bowling** (Spectrum), **Who Dares Wins II, Kettle, Trap** and **Indoor Bowling** (CBM 64), **Who Dares Wins, Kettle, Trap** and **Indoor Bowling** (Amstrad).

Epix Epics from **US Gold** contains **Impossible Mission, Summer Games, Breakdance** and **Pitstop II** on Commodore.

Sorry...

■ Ooops! Dept: We made a boob giving you the price of **Electronic Arts' Paint II** last issue. The correct price is £69.95 NOT £130, which makes it even more of a bargain.

ECO ok!

■ ECO, **Ocean's** first game designed and written for 16 bit computers is scheduled for release in December on the Amiga 500 and Atari ST machines at £19.95.

The game simulates an ecosphere, a self-supporting natural environment which is depicted in 3D scrolling landscapes. The aim is survival. Beginning life as an amoeba, the player must evolve through fish and fauna stages, eventually achieving human status. During the search for vital elements such as food, water and light, a food chain starts which turns the player into a predator – or prey.

Ocean has also acquired the computer game rights to **Madballs** inspired by a gang of weird and wacky toy characters, featuring Dustbrain and Screeming Meemie.

Also coming from **Imagine** on the Spectrum, Amstrad CPC and Commodore 64 is **Freddie Harvest** featuring an astral playboy's search for a spaceship.

Kick Off.

■ Watch out for **Football Manager** 2, the follow up to **Kevin Toms'** mega-successful **Football Manager**.

The game was launched at the PCW Show by **Ron Atkinson**, manager of West Brom.

The game includes end to end action with one on one tactic and up-to-date match score with the fully animated scoreboard.

Brits thrash Yanks.

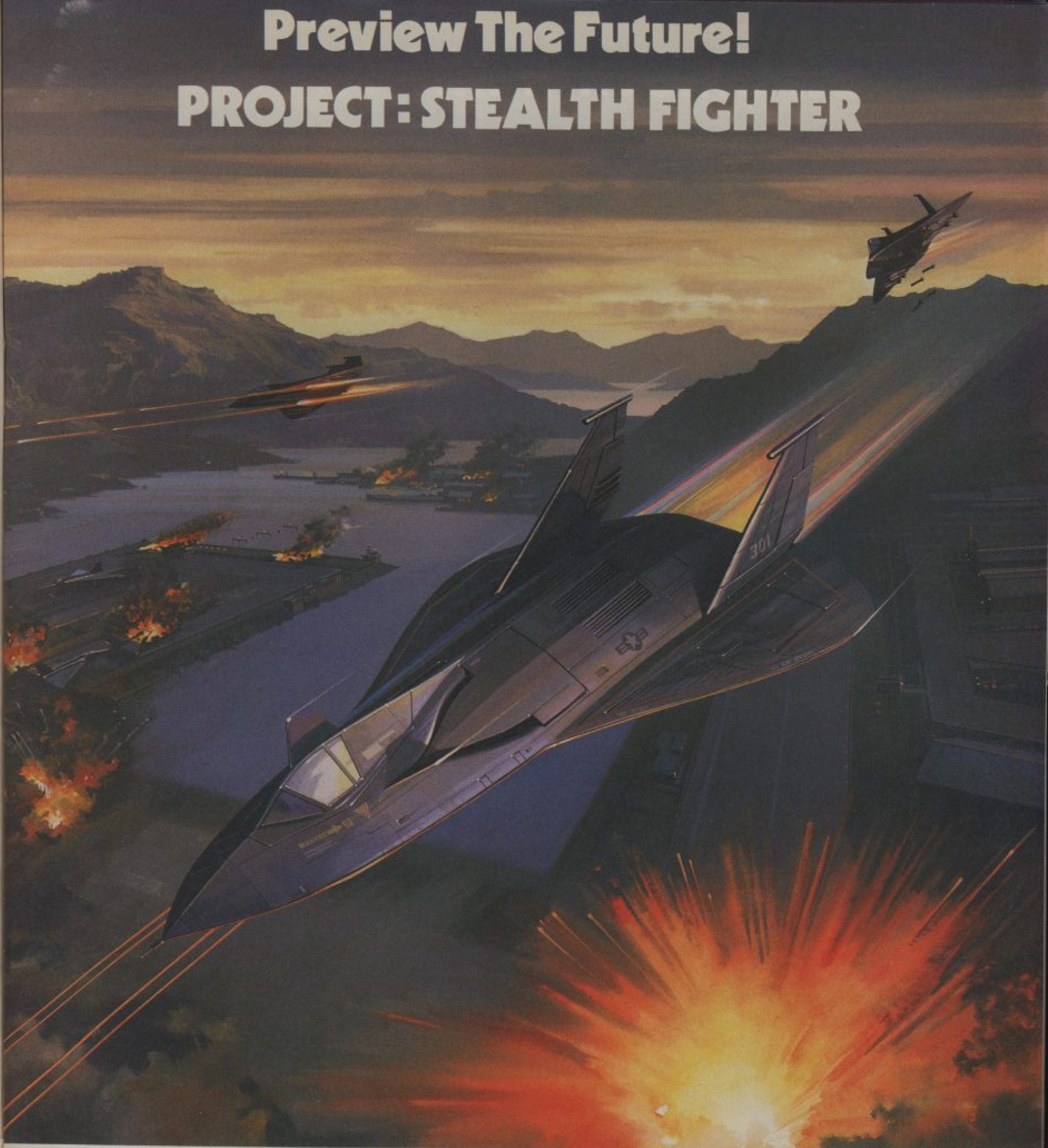


■ The Brits are the best arcade players in the world! And that's official. In a battle of the giants at the recent **Personal Computer World Show** the might of the **U.S. National Video Game Team** was humbled by the British boys! **Mastertronic** hosted this first international arcade championship event to celebrate the launch of their own **Arcadia** range of coin-op machines. The US team was **Donn Navert, Jeff Peters, Perry Rodgers** and **Steve Harris**. The Brits included C+VG's **Ian Machin**, *Commodore User's* **Daniel Gilbert**, former C+VG Arcade Champion and *Zzap*'s **Julian Rignal** plus **Tony Horgan** from *Sinclair User*. The final was played out on **Arcadia's** new **Rockford** machine – and like we said the British team came out on top – but US star **Donn Navert** took individual honours winning the **International Player of the Year** title and a Sega System.

The **US National Video Game Team** consists of the nation's top arcade and computer game players. Players may qualify to become a member of the team by demonstrating top performances at the major national tournaments.

Preview The Future!

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Reviews this issue

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Internation

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- PRICE: £9.99
- REVIEWER: PAUL

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No? Good. Just get your bruised and battered body over to the computer and get ready for another bout of flesh-flaying body-swaying, cruel-punching, bone-wrenching, fist-flailing, high-kicking karate.

So what's new? Let's face it, they've been some pretty excellent martial arts games over the past year or so — who needs another one? There's nothing new to be done, is there?

WRONG!

Sound the fanfares and get the flags out for System 3's *International Karate 2,* the sequel that's more than equal to the original.

The man given the job of creating this masterpiece of macho mayhem is Archer Maclean, creator of the classic *Drop Zone*.

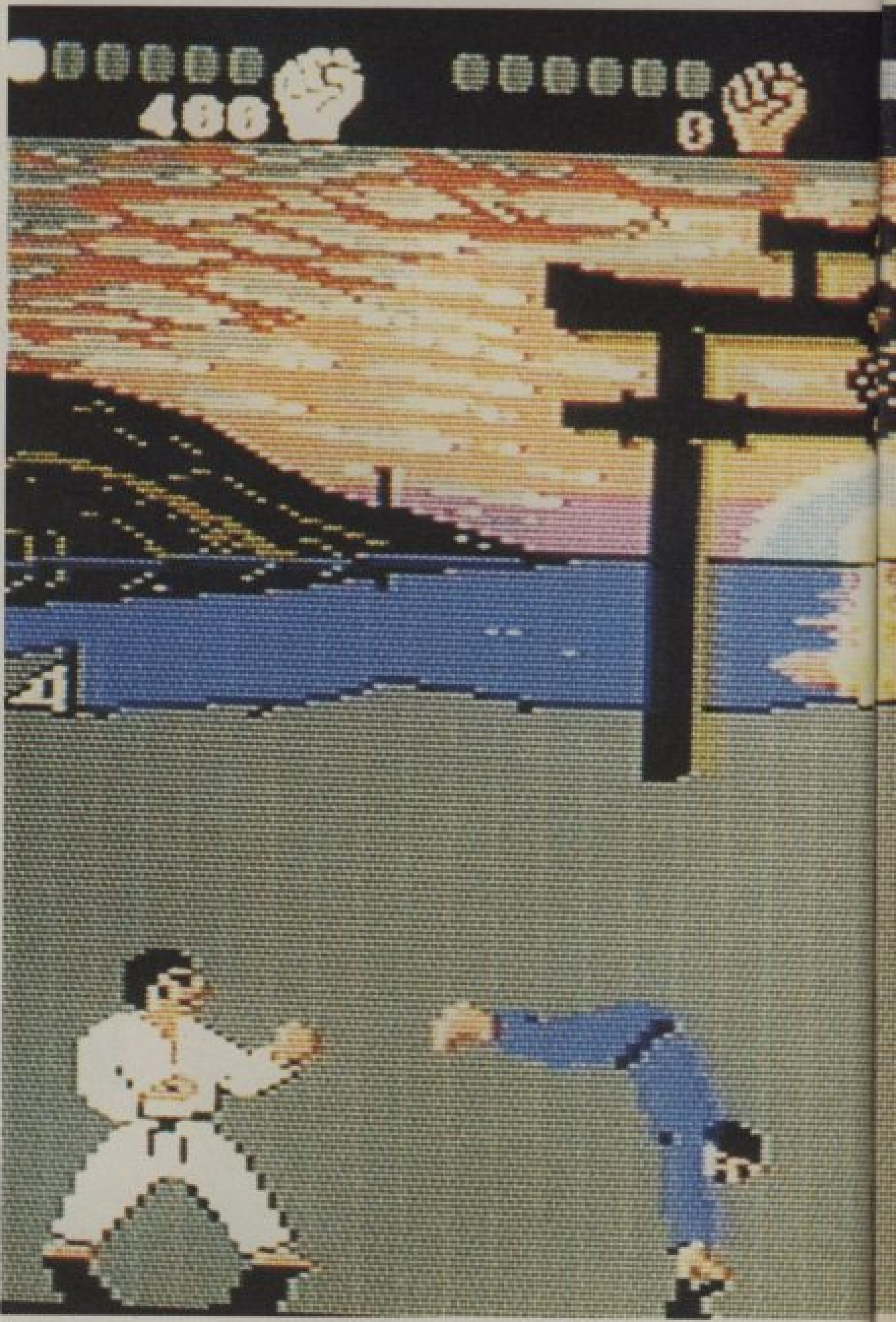
C+VG has seen a very early copy of the game and there may be a number of changes added to the finished copy but, without any fear, we say this game is the BUSINESS.

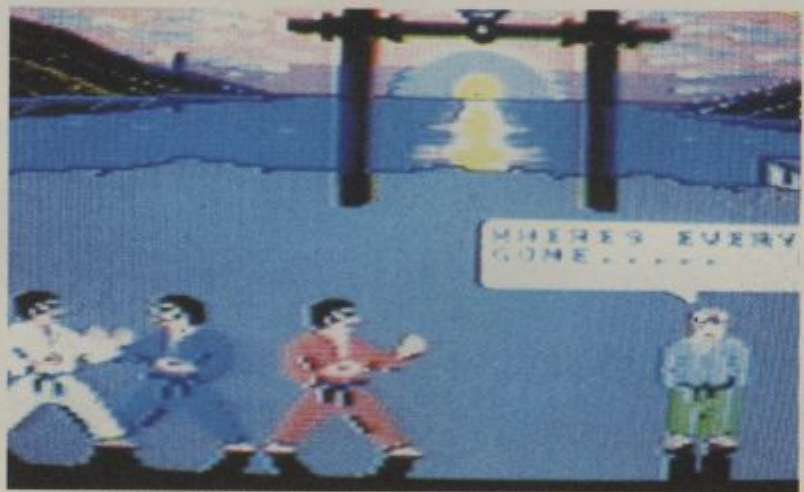
The obvious innovation is that Archer has added an extra computer controlled character to spice up the action. This means that you can get thumped from two different directions at the same time! No wonder the fighters are always seeing stars.

Obviously, in the one-player mode, the computer controls the other two fighters. But when there are two players it's quite good fun to gang up on the computer man.

It won't take too long before you discover there are some new moves which you can make. My favourite is the backflip, an almost acrobatic movement which allows you to zip out of trouble.

The other is more difficult to describe. Imagine your player is trapped between the other fighters. It's possible to get him to face out of the screen and jump with both legs moving out and upwards in what is a very balletic way. Get your timing right and it's possible to put your opponents flat on their backs very quickly.

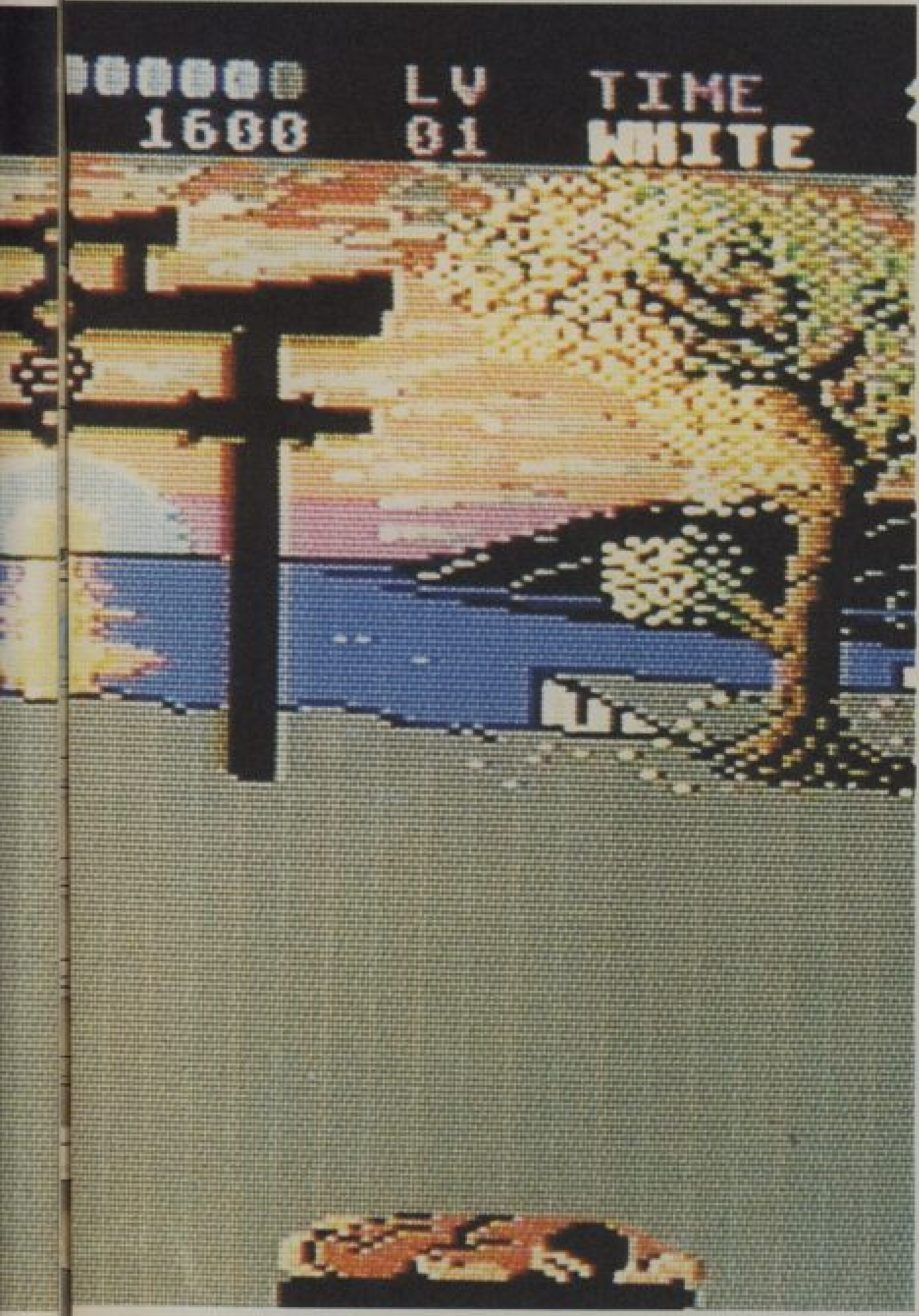




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nal Karate 2



The other moves are fairly standard but I did miss the absence of the roundhouse kick. Still, you can't have everything I suppose.

Archer has also added a touch of humour by making the fighter's karate suit bottoms fall down occasionally, turning the game briefly into a sort of Carry on Karate.

At the end of the timed bout a mystical oriental appears on the screen to give the verdict on who came first or second or third.

The bonus screen is also new. The player stands in the middle of the screen holding a round shield. From the other side bouncing balls fly towards him. By quick movements, first right, then left, it's possible to deflect the balls. Miss and they knock him over. Very original and great fun.

Besides the fight action, the game is full of nice little touches. In fact when I noticed them I was so distracted that I ended up getting caught by the odd punch or kick.

These touches include spiders coming down from the odd structure in the background, fish jumping out of the water, and strange creatures appearing to slither across the screen.

Try it, buy it, enjoy it. This will be a number one game.

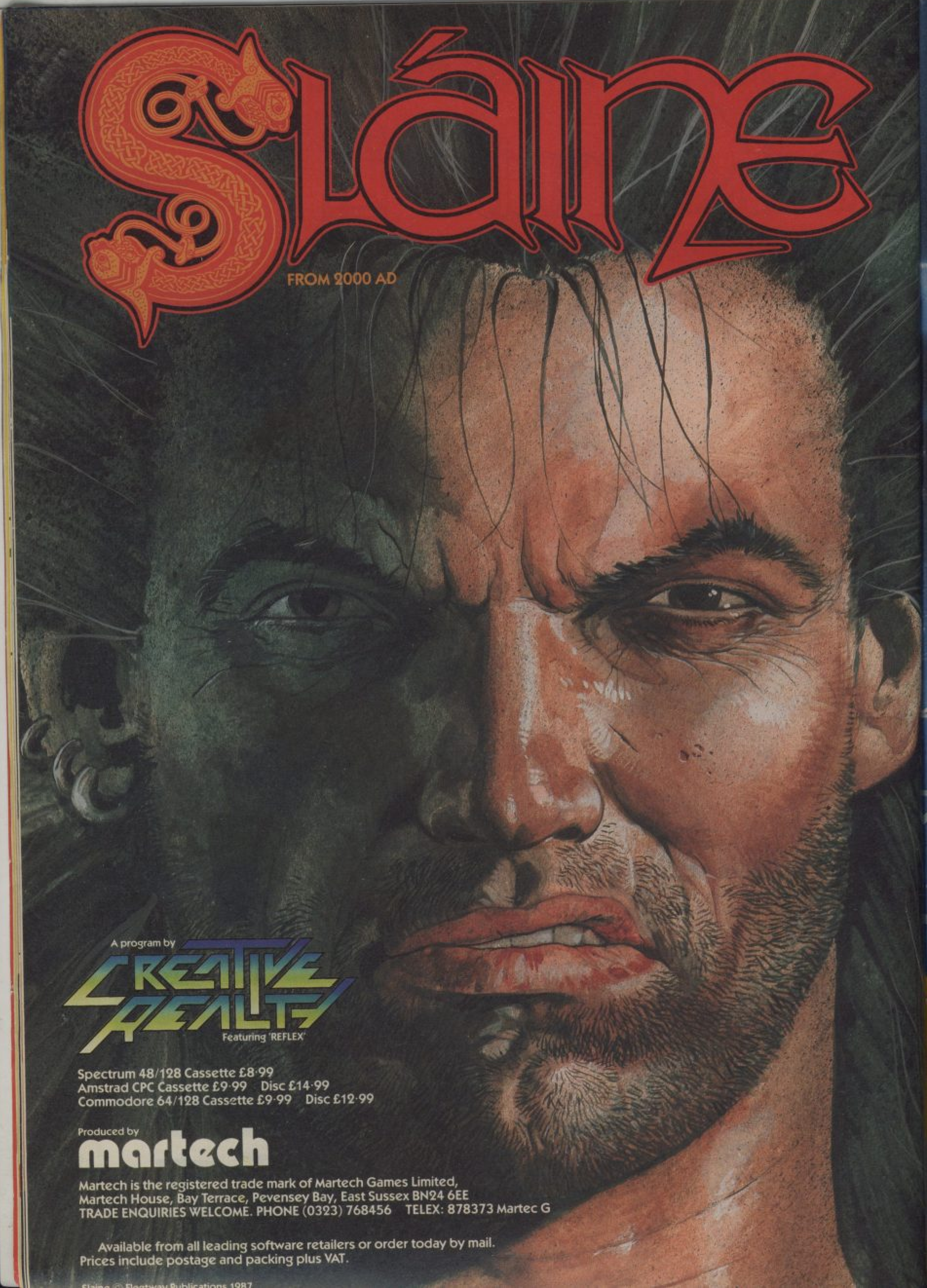
► GRAPHICS	9
► SOUND	9
► VALUE	9
► PLAYABILITY	10







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Super Sprint

► SUPPLIER: ELECTRIC DREAMS
► MACHINE: C64/SPECTRUM/ AMSTRAD/ATARI ST
► PRICE: £7.99 (SPEC) £8.99 (AMS) £9.99 (C64) £14.99 (DISCS(
► VERSION: SPECTRUM/64
► REVIEWER: TIM

Here's a real treat for arcade addicts. That all time classic, *Super Sprint*, converted for your computer will all the features of the Atari coin-op intact — except maybe the steering wheel which you have to supply yourself. But don't borrow one from your Dad's car just as he's going off to work. That could spark off a few family arguments . . .

If you've never seen the arcade machine you won't know that *Super Sprint* gives you a bird's eye view of a race track — there are eight different tracks to choose from — and challenges you to drive your super sprint machines as fast as you can to beat the rest to the finish line.

Along the way you'll encounter hazards like oil-slicks, puddles, tornadoes ramps and underpasses. Not your ordinary race tracks these, as you'll discover.

You can play alone or head to head with a friend — the best way — take part in a series of races or simply practice. You'll need plenty of practice even if you are an expert on the arcade machine.

Its take sometime to come to grips with steering and accelerating at the right moment in time.

When I first picked up the stick I found myself getting aquainted with the trackside walls quite frequently.

Luckily Catalyst Coders have included the helicopter sequence which flies in a new totally undented car when you've damaged the first one beyond repair.

All the time you are bouncing off the walls the drone computer controlled cars are racing away — four laps isn't long you know — and the race ends when the lead car crosses the finish line.

Then the scene shifts to the winners circle — an accurate representation from the coin-op this — and you see your finishing position, score and any bonuses while the crowd waves at you!

Get a high score and you can enter you name in the *Super Sprint* Hall of Fame.

If you manage to beat the drone cars or your opponent in two player mode you move onto the next track in the sequence. If you are playing alone, or come second, you can simply selct any track you want to race on.

The C64 version is a multi-load game, so when tracks 1- 4 are completed you have to load in the next four. The spectrum game also ads in all eight tracks at once.

Each race consists of four laps — and as you race you'll see golden spanners and bonus scores appearing on the track. Drive over these to collect them.

Pick up three or more golden spanners during a race and you'll be able to customise your race car by fitting extra features. Features like super traction, higher top speed, turbo acceleration or increased scoring. Apart from scoring each feature has five levels.

It's up to you to work out what combination of features and levels you need to win.

As a novice I'd go for the increased traction before anything else — just to help get to grips with the tricky steering.

The Spectrum version of *Super Sprint* is pretty basic — the graphics are simple but adequate, as is the sound. The cars are small and the whole appearance of the game is a bit fiddly. You do get the winners circle and hall of fame features however.

The 64 version is excellent. It looks good, plays pretty much like the arcade machine and has sto many nice touches that you'll want to keep comeing back for more.

I found the music for the one-player 64 game terribly irritating after a while and turned the sound down.

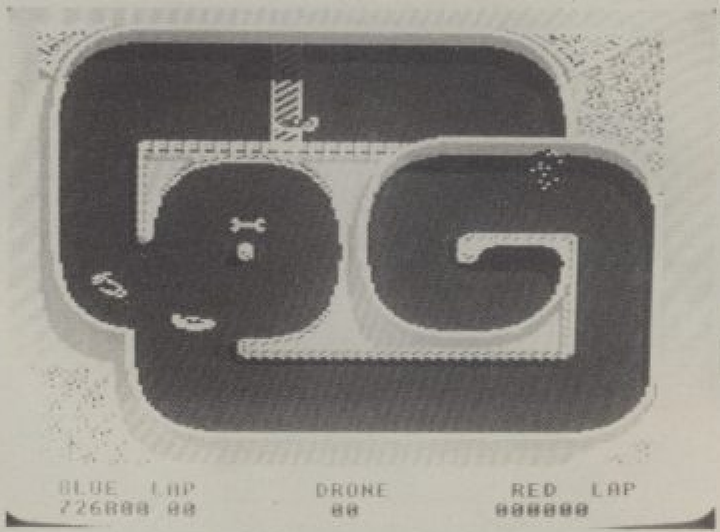
By the way, the two player option allows you to compete one-on-one or drive against a computer car as well.

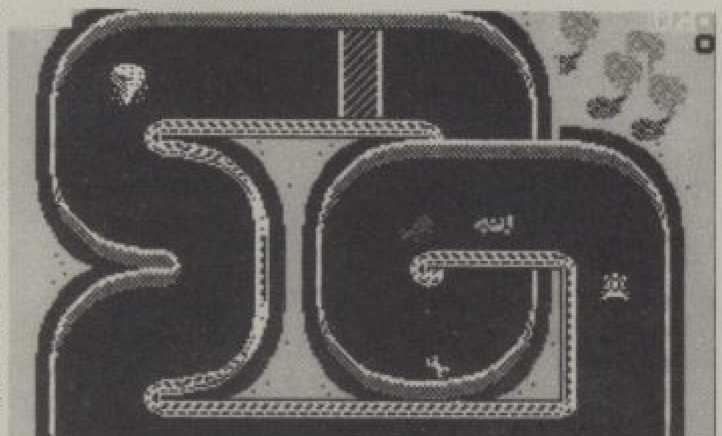
Once you get to grips with the fiddly steering you're in for a whole lot of fun — so don't throw away your joystick in disgust after a couple of attempts.

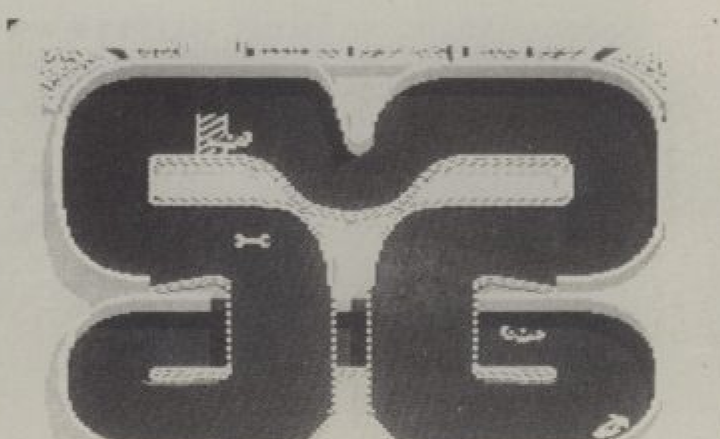
It will help you if you've played the coin-op — and may be *Super Sprint* addicts will get more out of this offering, than the rest of you. But despite the initial frustrations I still came back for more and eventually got to grips with the game.

So far the 64 version is the ultimate conversion. But I've had a sneak peek at the Atari ST version which looks even nicer. We've yet to have a look at the Amstrad game at time of going to press.

	Spec	C64
► Graphics	6	9
► Sound	6	8
► Value	7	9
► Playability	7	9







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C+VG REVIEWS

Hollywood Poker

▶ MACHINE: AMIGA, ATARI ST, SPECTRUM, PLUS 4
▶ SUPPLIER: DIAMOND SOFTWARE
▶ PRICE: £19.95 (AMIGA DISK)
▶ VERSION TESTED: AMIGA
▶ REVIEWER: CHRIS

OK, *Hollywood Poker* is not a first, we've had strip poker games before, even ones with Sam Fox. This one has to be the best.

A extremely bold statement, but I believe you'll have to agree. *Hollywood Poker* plays well, sounds good and looks wonderful!

The game is based on Five Card Draw Poker, which in my opinion is the simplest form of poker. You start with £100, and then every player puts £5 in at the beginning of each hand.

Naturally, there are only two players in this game, you and one of four lovely girls.

You get to choose your opponent, and each girl has her own style of play. The four girls are Isabell, Lorence, Denise and Stephanie.

My favourite has got to be Isabell, as she, in my opinion, is the most attractive, and she's also the easiest to beat!!

After choosing your opponent and placing five big ones on the table, you are dealt five cards. Your cards are displayed graphically at the bottom of the screen, and you must then decide what course of action you are going to take.

You must sort your cards, called a hand, into one of the following:

A Pair: Quite obvious, i.e. two Aces.

Two Pairs: Two sets of cards with same face value, i.e., two Kings and two Queens.

Three of a Kind: Quite simply, three cards of the same value.

A Straight: five cards which follow each other, regardless of suit, i.e. three of Hearts, four of Diamonds, five of Clubs, six of Spades, seven of Clubs.

A Flush: Any five cards of the same suite.

A Full House: A pair and three of a kind.

Four of a Kind: Speaks for itself.

A Straight Flush: The same as a straight, but of all the same suite. This is the highest hand.

Once you've seen your hand, you can either keep it (STAY), Bet on it (BET) or get rid of it (DROP). After a player decides what option is for them, player two can either raise the pot (RAISE), drop out, or they can call (CALL).

If a player calls, all betting stops and you have the chance to change some or all of your cards to make a better hand. Then betting continues. When someone calls again, the hands are compared and the winner grabs the loot.

Should you run out of money, the game ends. But if your opponent does, she will start to strip off. Each garment is exchanged for another £100, and the game continues.

Should she win her money back, you opponent will put her clothes back on.

As the girls are only wearing five garments, if you win over £500, she will have no clothes left. And that's it, you've won. All that's left to do now is remove the joystick so that no one can press the fire button!

The best part of the game is, of course, the graphics. Each picture has been digitised, and using the Amiga's 32 colour low-res screen mode, the pictures look stunning.

The sound is of exceptional quality, and it comes in the form of two tunes, the title tune being the best.

Any moans? Well, just two. The girls seem to be far to easy to beat and I, a mere novice poker player, managed to beat each girl first go. The second moan is the fact that there didn't seem to be an "Over 16's only" able on the box. As the girls actually go completely starkers, many parents might wish there was one.

That aside, *Hollywood Poker* is the best strip poker game I have ever seen, heard and played.

Well done Robtek. It's fantastic.

C+VG HIT!

▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	9
▶ PLAYABILITY	8

Alpha Mission

▶ MACHINE: C64
▶ SUPPLIER: ACTIVISION
▶ PRICE: £9.99 (tape)
▶ REVIEWER: TIM



Excuse me while I abort this mission. There, that's better. Can I have another game to play now please? And before you ask, it is that dull!

Alpha Mission isn't quite a flight simulation, not quite a shoot-em-up. In fact it falls uncomfortably between the two. It reminds me of that other Activision game based on the Space Shuttle — if you can remember that far back.

The game puts you in charge of an X-15 space-jet. Your mission is to terminate a terrorist controlled space station using remote controlled robots.

Load up the game and you see a host of jet-style instrumentation surrounding a relatively small real-time front view from the *X-15*.

Then you have to take off — which isn't as easy as it sounds. You see a small box with two white bars in the centre of the game window. You have to match the computer controlled bar at the top of the box with your joystick controlled bar at the bottom of the box.

If you don't the mission terminates then and there in a big stall and crash. Boring after the first few times. AND you have to go through it all over again if you blow out later in the game.

An unecessary edition to this already fairly complicated game. You must remain airborne through the next three levels of the mission in order to reach the space station.

The joystick handle controls your aim as well as your heading and altitude.

During combat, use the joystick to aim your missiles but be alert — move directly to the edges of the window and you will alter your course as displayed on the N.T.C. Grid.

With the crosshair at the edge of the window, gain altitude by moving the joystick and lower altitude by pulling back.

There are three zones you must pass through. Once boosters are engaged at each atmospheric boundary, you must increase altitude in order to break through to the next zone.

Each zone has a unique aircraft you must defend yourself against — helicopters, jets and killer satellites.

Reach the space station and you must centre the station in your combat window and align the crosshairs to its centre.

Here you are prompted to enter the secret access code given at the start of each game.

The terrorists have strategically placed the space station in the path of a deadly asteroid belt which must be passed through in order to land the module on the station's surface.

On landing, a fleet of remote control robots exit your ship. These robots are programmed with various functions for defence; including a self-destruct mode. Joystick forward will release a robot. You must guide each robot around the station, avoiding obstacles until it can connect with a weapons system and self-destruct.

A mish-mash of game ideas which doesn't come off. There's nothing about the early stages of the game that encourages you to reach that elusive space station.

▶ GRAPHICS	7
▶ SOUND	5
▶ VALUE	5
▶ PLAYABILITY	5

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C+VG REVIEWS

5

Quedex

► MACHINE: C64
► SUPPLIER: THALAMUS
► PRICE: £9.95 (TAPE); £14.95 (DISC)
► REVIEWER: TIM

Quite a departure for programmer Stavros Fasoulas and Thalamus. Not an alien to be zapped, nor any sign of a super-slick space craft. What's going on here? Certainly not *Sanxion* or *Delta*.

Instead of mindless, but horribly enjoyable, blasting this newie from the fantastic Finn will boggle your brain. It's an addictive arcade puzzler which will keep you glued to your screen.

The game does require a considerable amount of dexterity – both mental and with your jolly joystick. It calls on you to manoeuvre a small ball around ten different game areas solving various puzzles as you go.

Each area has a starting point and a goal — but there the similarity ends. Each has different problems and puzzles to be solved, and require different game skills.

All these are tested in the first level of the game which is in reality a training zone for would-be *QUEDEX* recruits.

The aim of the game is to complete all ten levels within a given time limit, but you can play each individual level in any order and at any time.

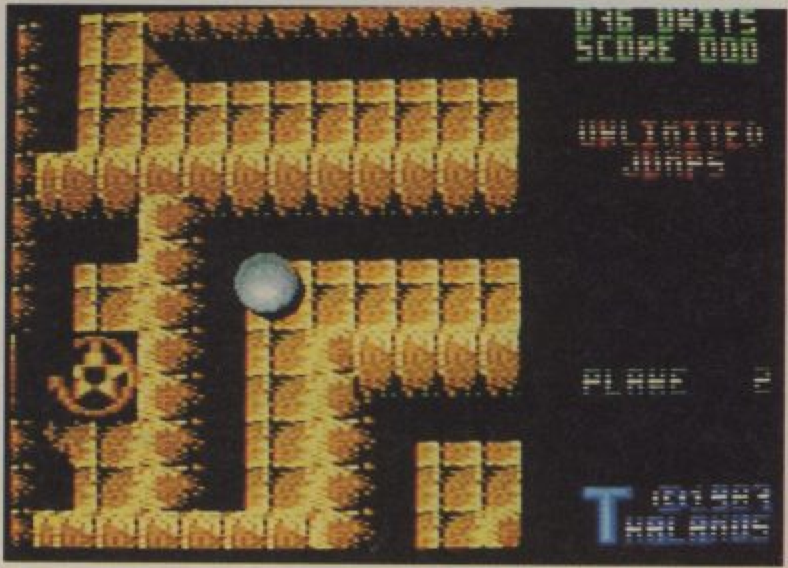
Your biggest enemy in each different plane is time. Every plane has a time allowance, and any unused time gets carried over to the next plane.

After a while you will notice that the difficulty levels, time and style of gameplay all combine to give the whole game more than just a hint of strategy.

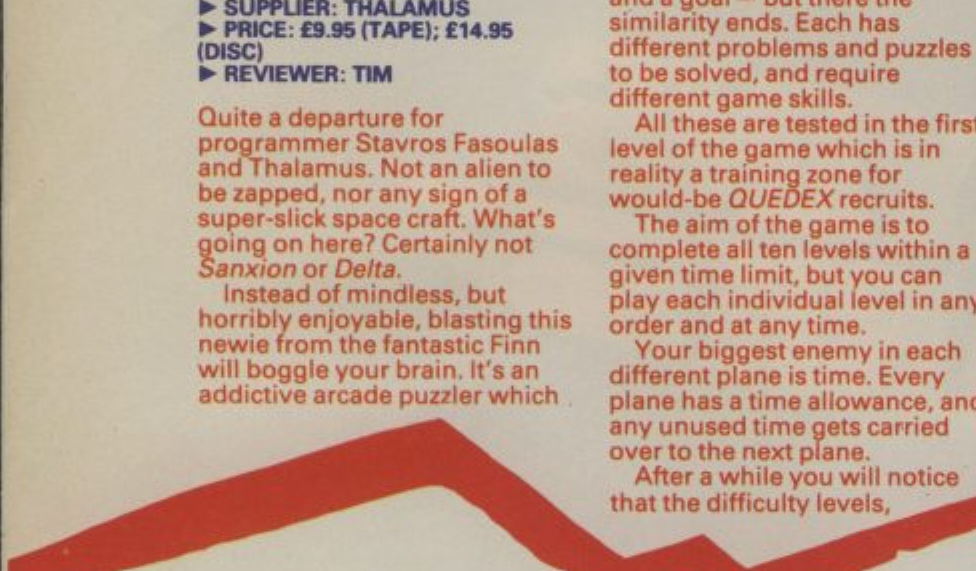
Level one consists of five sub-levels, each of them concentrating on different skills required by you in order to complete *QUEDEX*.

If you leave the level before completing it then when returning at a later stage in the game it will result in you continuing at the beginning of the current sub-level not at the beginning of the whole level.

Sub-level 1: Follow the lane one square at a time otherwise



Hysteria



► MACHINES: CBM 64/SPECTRUM
► SUPPLIER: SOFTWARE PROJECTS
► PRICE: £8.95
► VERSION TESTED: CBM 64/ SPECTRUM
► REVIEWER: PAUL

The Software Projects revival continues. *Dragon's Lair* (ok), *Star Paws* (getting better) and now *Hysteria* (great).

And yet it's quite a strange game. Not particularly original in concept or execution but with a very high playability factor, excellent graphics and neat sound.

Now for the plot. The future has been changed by altering the past. A previously extinct primeval entity has been summoned forward through time by a fanatical sect, whose aim is to disrupt the future balance of power.

As a sole survivor of the once elite "time corps", you have been chosen by the federation of law and order to defeat this evil and are transported by molecular disruption to combat the entity closer to our destiny.

However the locals are not keen on time warriors and evil monsters popping up out of nowhere and they tend to get a little bit upset.

Destroying certain hostile characters and objects may leave behind a clue as to the identity of one of the conspirators (symbolised by a jigsaw piece) which must be collected. Once exposed the entity will be forced to make an appearance in that time zone in order to destroy you and the evidence, you must weaken the monstrosity and force it to retreat whence it came and continue your task in another era.

You only have a limited energy supply which is depleted each time you are hit, but is restored each level.

The lemons and worms are collected by walking or flying over them, this will enable you to select a different weapon if you so desire. To activate the current weapon type (indicated by an arrow above the icons), pull down and press fire.

When the entity finally materialises, it will take all your fire power to destroy him. But when you defeat him he slips through into another time zone. You follow and battle once again commences.



you will be placed back on the start square. Fall off the end into the darkness to complete this sub-plane level.

Sub-level 2: Follow the direction of the arrows and pick up the flashing white squares, then enter the hole of darkness.

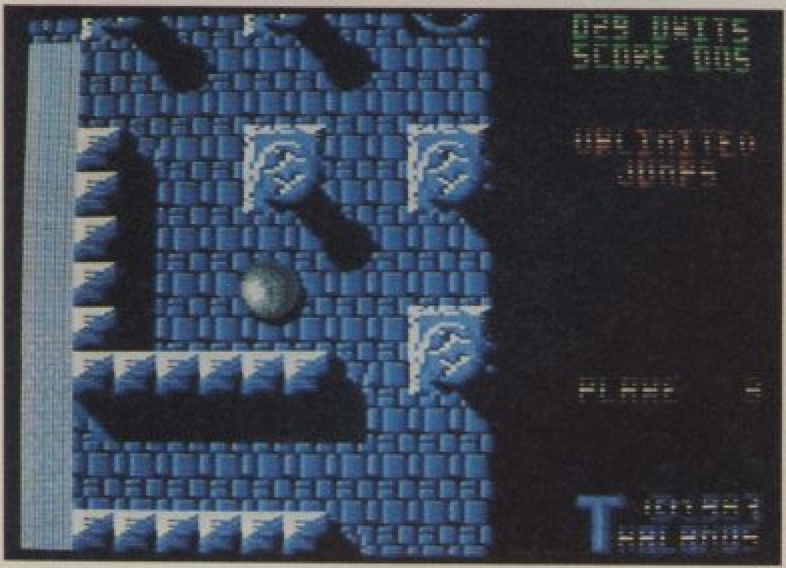
Sub 3: Avoid the electric sea and try to find flashing squares that are scattered around, again enter the hole of darkness to complete.

Sub 4: Be quick and pick up squares, enter hole of darkness to complete.

Sub 5: Slalom around the pillars in the direction of the arrows in order to pick up the flashing squares that will activate the goal.

Level two — and you encounter the keys. Pick up the keys which will open the doors. Use the teleports but avoid the skulls to find the goal. Watch out for the invisible keys which only become visible when you move close to them.

Level three: You need to find four hidden amulets in this plane before the goal will even appear. Use the teleports but avoid the skulls to find the goal. Watch out for the invisible keys which only become visible when you move close to them.



Level four: You can only move left and right. Race down the race track as fast as possible. Avoid blocks, use lifts up and down to your advantage as you only have a limited number of jumps available.

Level five: Yellow squares will turn into patterned floor tiles and patterned floor tiles will turn into plain yellow squares when touched. Try to fill in the whole area with patterned floor tiles.

Level six: Extra features which are visible add extra jumps, other invisible features affect you or the play area either positively or negatively. Progress through the level by determining these effects and using them to your advantage and to help you find the goal.

Level seven: Once entered, you have to complete this plane before entering other planes.

Level eight: Pick up four keys in order to open one of the two doors which lead you to the goal.

Level nine: Pick up extra speed so that you can destroy all the cubes, extra speed will not last forever.

Level ten: Jump from platform to platform. There are three different heights which can be recognised from the different shades of grey. You can only jump one unit of height either up or down without a penalty. Try and get to the 'GOAL' as quickly as possible.

Quedex is pretty damn good — puzzling, frustrating and addictive all at once. Don't miss it.

▶ GRAPHICS	7
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	9

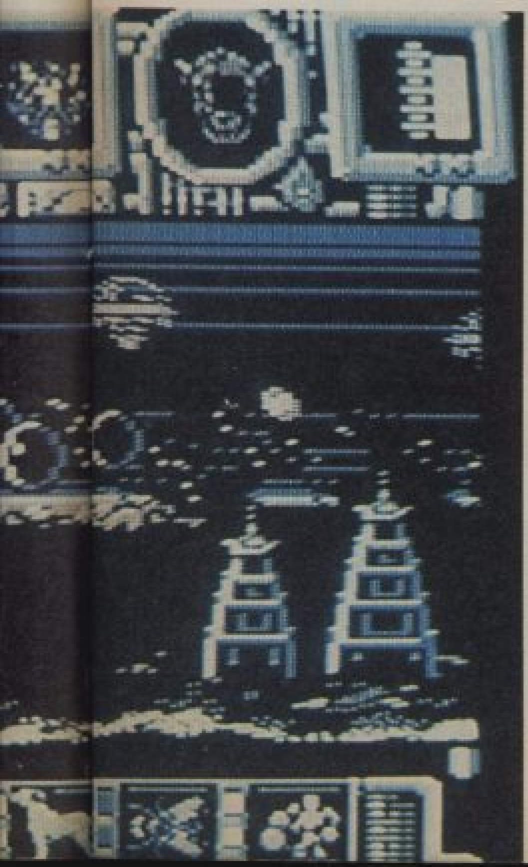
C+VG HIT!

There are three time zones. The first has a Greek feel to with temples, minotaurs, skeletons, flying things and statues that chuck rocks. The second is quite medieval and the third futuristic.

The game was programmed for Software Projects by Special FX, set up by ex-Ocean man Paul Finnegan. Hopefully they'll be more good things to come from this partnership.

	CBM 64	SPECTRUM
▶ GRAPHICS	9	8
▶ SOUND	8	8
▶ VALUE	8	8
▶ PLAYABILITY	9	9

C+VG HIT!



Joe Blade

- ▶ MACHINE: AMSTRAD
- ▶ SUPPLIER: PLAYERS
- ▶ PRICE: £2.99
- ▶ REVIEWER: PAUL

Great! Another tough guy game straight from the Rambo clone zone. But don't groan, *Joe Blade* is well worth checking out for all you trigger-happy pistol packers.

I half-heartedly started playing and before long I was hooked. Gee, I wanted another go, Joe.

The plot is simple. Crax Bloodfinger — a great name, eh? — the leader of an infamous band of terrorists, has kidnapped six world leaders. Unless their countries cough up a cool thirty billion dollars, its curtains for these heads of state.

Bloodfinger is holding the leaders captive in his fortified HQ, crawling with members of his private army.

In a show of defiance, the world has refused to pay the ransom even though the high noon deadline is fast approaching.

Send for Joe Blade, mean, tough, fearless (hey, this guy sounds as though he should be a C+VG reviewer). According to the cassette notes, Joe Blade has been trained in a Tibetan monastery. Just what the monks have taught Joe Blade that will be useful on search, kill and rescue mission is not explained. Perhaps he learned a pretty lethal chant.

Anyway, armed with his semi-automatic gun, Joe has infiltrated Bloodfinger's base. He must rescue the leaders and activate six booby-trapped explosive devices. Once these lethal bombs have been set going, Joe has twenty minutes before nasty boom doom.

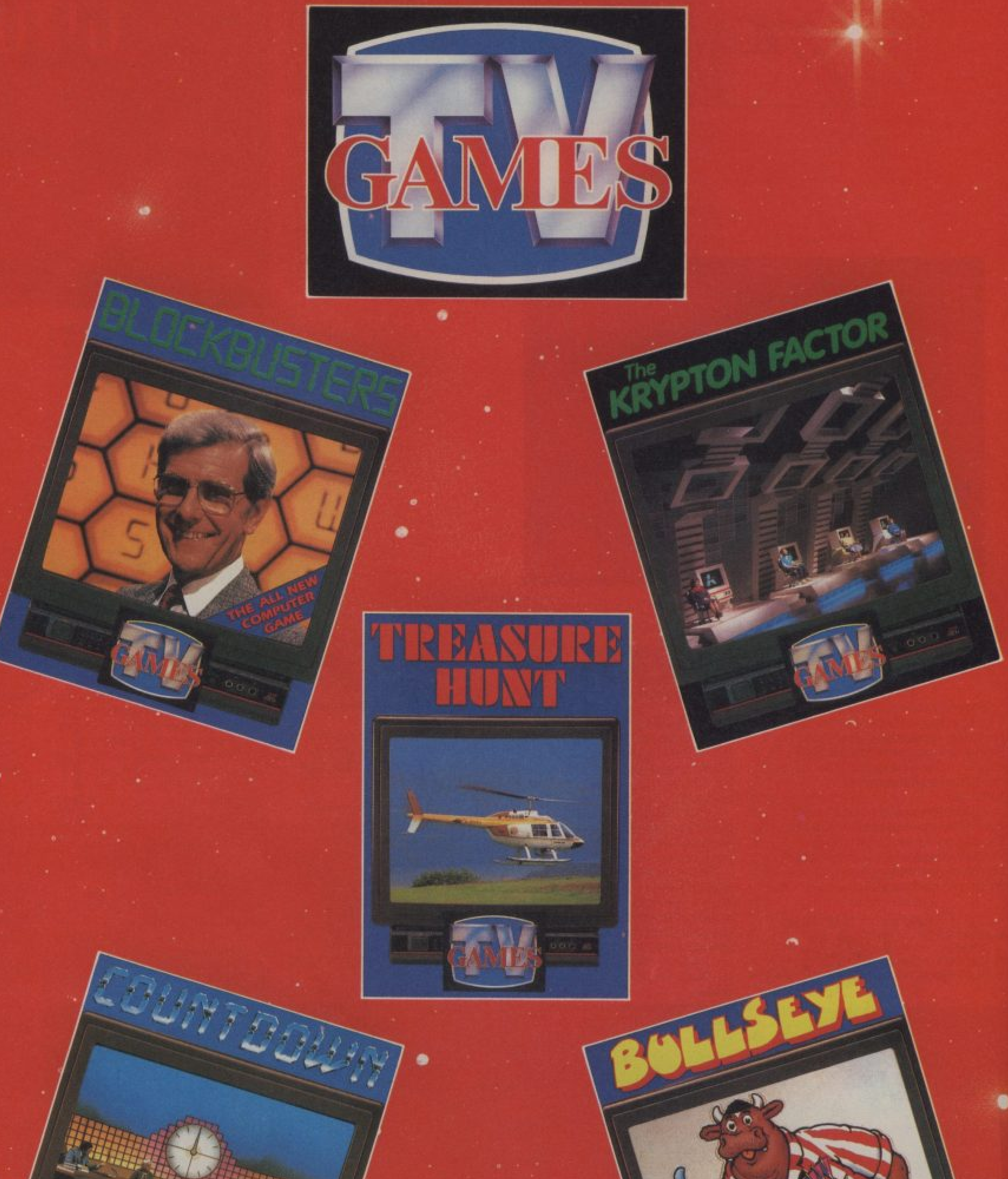
Joe moves around the complex collecting keys to cells, ammo, and food to keep up his strength.

Getting the keys allows you to pass through locked doors and into new areas of the game.

Nice and cheap with ace graphics, *Joe Blade* certainly cuts it. A good buy.

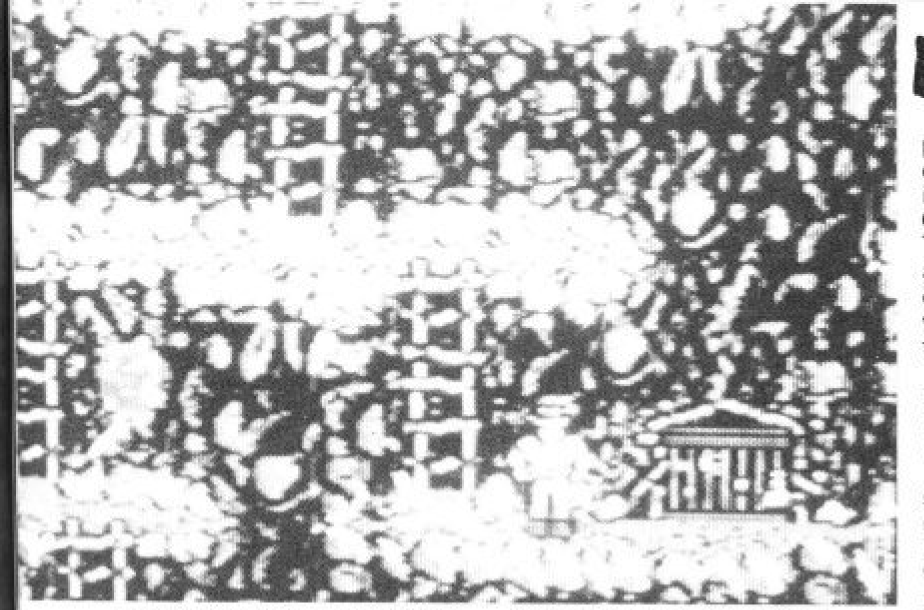
▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	9





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7



▶ **MACHINES: C64/SPECTRUM/AMSTRAD/ATARI ST**
▶ **SUPPLIER: US GOLD**
▶ **PRICE: £9.95 (C64/AMS) £8.99 (SPEC) £19.99 (ATARI ST)**
▶ **VERSION TESTED: SPECTRUM/AMSTRAD/ATARI ST**
▶ **REVIEWER: IAN**

Indiana Jones and the Temple of Doom

Remember Indiana Jones, the hero from *Raiders*, and the *Temple of Doom* films? He's back, not in a film, but in his own computer game. That's right, US Gold has released the long awaited computer conversion of the arcade classic, *Indiana Jones and the Temple of Doom*.

I'm sure many of you have already played the arcade original, I know I certainly have, what a fab game!

Atari seem to be outdoing themselves lately, especially with such hits as *Gauntlet, Supersprint* and *Indiana Jones*.

Indiana Jones is one of those games where the name of the game is skill, and plenty of it. You aim is to successfully retrieve the sacred Sankara Stones from the temple of the evil god, Kali.

They are guarded by the high priest Mola Ram and his evil thuggee henchman. There are three stones to collect, each of these stones is situated in the temple. To get to the stones you must first pass through three stages, or scenes.

All three have various hazards and dangers which must be overcome. The only way to avoid these, is by using Indy's trusty whip.

You begin with five lives and the game ends when all five lives are lost. It is incredibly easy to lose all five of your lives, as you will discover. Each time you lose a life, a message appears at the bottom of the screen telling you how you could have avoided dying.

For example, if you are killed by a thuggee guard, the message, "Whip the thuggee guard, Indy" will appear.

● Scene One: The Mine. This is where you begin your quest. Equipped with your whip you must protect yourself from snakes, bats and constant attacks from the thuggee guards.

The snakes and bats can be destroyed with just one crack of the whip. You can also use your whip to swing across chasms between the pathways. The guards, on the other hand, have to be thrown off the ledges.

There are nine enslaved kids locked up in cages. Rescue them for bonus points. You are also attacked by Mola Ram himself, who magically appears on the screen and throws fireball at you.

To escape this stage, you must find the entrance to the railway tunnel. Enter it and you will go on to the next scene.

● Scene Two: Mine-Cart Chase. This is the fun part. You are now sitting in a rail-cart, speeding down a series of railway tracks which are linked by several junctions.

You can go fast or slow, depending on whether you move your joystick up or down. As you proceed down the lines, other carts — full of thuggee guards — approach both from in front and behind, intent on stopping you dead in your tracks, you might say! If they catch you up, your cart will be overturned.

You will also come across oncoming guards who are waiting for you alongside the tracks. Whip them for extra points. After a while you will come to the end of the line. This is the exit to the next stage.

● Scene Three: The Temple. This is probably the easiest of all the stages. Here you must collect the Sankara Stone, which is just above the statue of the evil god, Kali.

You are attacked by some of Mola Ram's thuggee henchmen, as well as Mola Ram himself.

As you come near to the statue you way is barred by a pit of molten lava. This can easily be swung across by using your whip. Once across you will notice that the floor just below the statue continually opens and closes.

You must manoeuvre yourself very carefully to successfully retrieve the stone from the top of the statue.

One false move and you'll fall into the molten lava — what a way to go! Once you do have it, two doors will open on either side of the statue. These are the exits to the next level, and the next Sankara Stone.

All three scenes are repeated over and over until every Sankara stone has been collected.

Paragon has produced quite an accurate and splendid conversion, especially on the Atari ST version. The graphics are well drawn and are a good reproduction ot the original.

Playability is great. Control of your character is smooth and easy, which is what I like best about this game. I think that the sound could have been a lot better, though.

A lot of the sound effects were not all that descriptive. There's one or two snags that I'd like to point out.

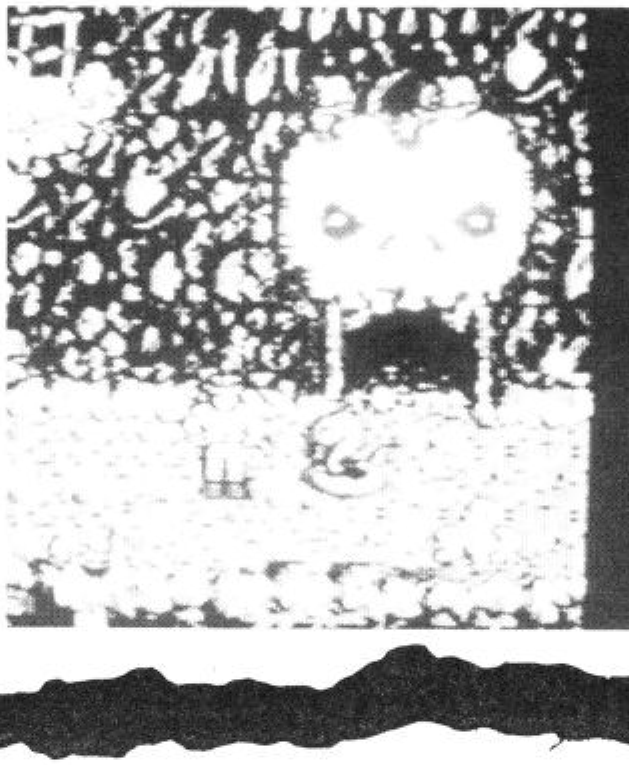
Firstly, each level — which is made up of three scenes — has to be loaded in separately, and when you lose all of your lives the first level has to be reloaded.

If you purchase the game on tape, you will find this both tedious and tiresome.

Secondly, it will take you quite a lot of practice to eventually master the game as it is extremely hard. Whether you're a fan of the arcade original or you're just after some high adventure — with a few pitfalls thrown in — this is the game for you.

▶ GRAPHICS	9
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	9

C+VG HIT!





C+VG REVIEWS

8

Galax

► SUPPLIER: GREMLIN
► MACHINE: ATARI ST
► PRICE: £19.95
► VERSION: ATARI ST
► REVIEWER: DAVID

In the wake of the phenomenal success of *Arkanoid* comes another 'revamped' version of a hit from days gone by. This time it's that old classic Galaxions that's been bought out of retirement, but this time they're coming straight at you kid!

Not content to just give *Galaxions* the *Arkanoid* treatment of smarter graphics and extra gameplay, Gremlin has gone a stage further and turned the 2D blast from the past, into a first person zapper that puts you in the cockpit of an experimental Astroblitz craft. Your mission . . . as always, the utter destruction of a mere 99 waves of Vectons. . . . the most feared of all intergalactic warmongers.

The major part of the screen is your cockpit window, through which can be seen the advancing ranks of the alien Vectons. Each alien is seen in filled 3D as it lines up for the kull.

The Vectons come at you in any one of 25 different formations, and after every four waves, you will be invited to brave an asteroid field just to keep you on your toes for the next four waves.

Your Astroblitz craft is armed with two weapons; normal anti-craft missiles, and anti-asteroid missiles — a perfect cure for the common asteroid!

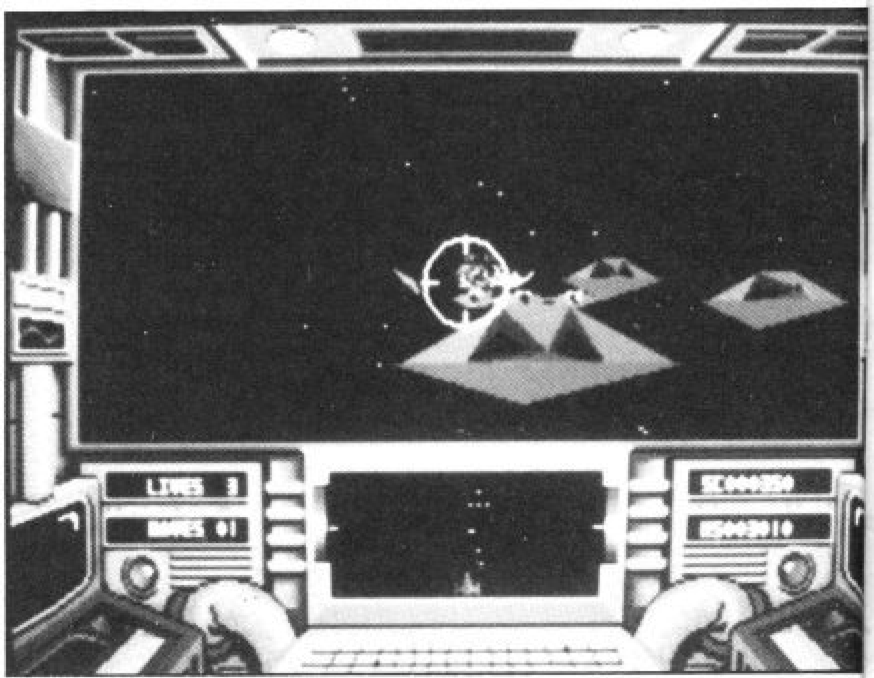
Each time you fire a missile at the approaching Vectons, it rushes off into the distance in the general direction you aimed. The problem is, that if you start to steer your craft, to keep the Vectons in view, your missile goes off in the opposite direction.

I'm sure that, given a lot of practise, one could use this 'feature' to one's advantage, but I found it annoying and frustrating. It would have been better to be able to manoeuvre my craft independently of the missile's trajectory.

However, when you do hit a Vecton, you are greeted by a digitised explosion which makes all the hours, you put in seem worthwhile. If, on the other hand, you let the enemy get too close to you, the screen goes ga-ga and the average musical soundtrack is replaced by a suitably blood-curdling scream — neat!

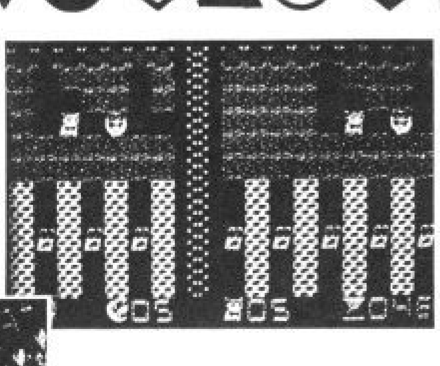
Below the cockpit window is the now obligatory bank of brightly coloured, though useless, instruments and dials, although the radar comes in handy if you mislay the odd wave of Vectons hell-bent on your destruction.

As for playability, well the game has some serious flaws but is still fun to play. A little more game testing may have seen *Galax* evolve into a great arcade blaster. Nevertheless, all credit to Gremlin for joining the brave ranks of those prepared to develop games exclusively for 16 bit machines.



► Graphics	8
► Sound	9
► Value	7
► Playability	6

Skull-diggery



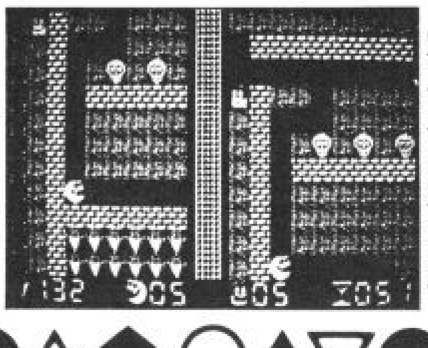
► SUPPLIER: NEXUS
► MACHINE: ATARI ST
► PRICE: N/A
► VERSION: ATARI ST
► REVIEWER: DAVID

Ask anyone, who has been playing computer games for a few years, to name their top ten titles, and the name *Boulderdash* will appear with monotonous regularity. So it's not surprising that this most addictive of arcade classics has been re-incarnated a number of times under various different names. The latest of these is *Skulldiggery* from Nexus.

The game, for anyone who really hasn't seen or played the original, puts you in a number of caverns (100 in all), each full of diamonds ripe for the picking. But, not unexpectedly, things aren't quite as simple as they sound, because the caverns are also full of bats, crazy ghosts and creeping vines.

As a bouncy cave mite, your staple diet consists, quite naturally, of diamonds, preferably in extremely large quantities. To get your fill, you must burrow your way through the caverns, avoiding anything that moves, and most things that don't. Any bats or ghosts that you accidentally set free will chase you along the tunnels you leave — don't hang around to make friends either, because any contact is deadly.





Skulldiggery runs on colour or mono ST system allowing it the widest possible audience. Although some companies like Rainbird already do it, it is good to see others like Nexus producing dual format ST games, and hopeful others will follow suite. After all, just because someone bought an ST primarily for word processing it doesn't mean they should be starved of fun too — look how many games have been converted for the Amstrad PCW.

Another welcome additional feature in *Skulldiggery* is the two player option, which allows to players to concurrently indulge in either co-operative, or competitive play.

As in all, the game is proficiently produced, but lacks the excitement and addictive qualities of the original, which is available on the ST already. Watch out for *Boulderdash* on the Amiga, it's truly wondrous!

► Graphics	7
► Sound	6
► Value	N/A
► Playability	7

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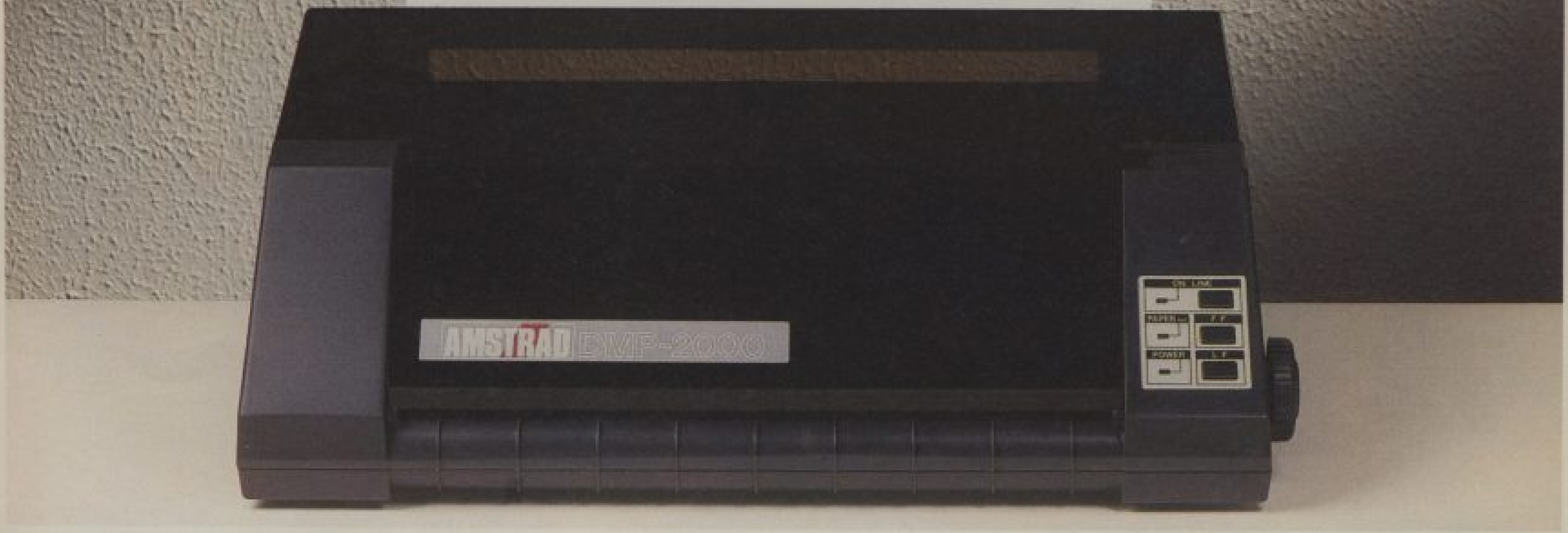
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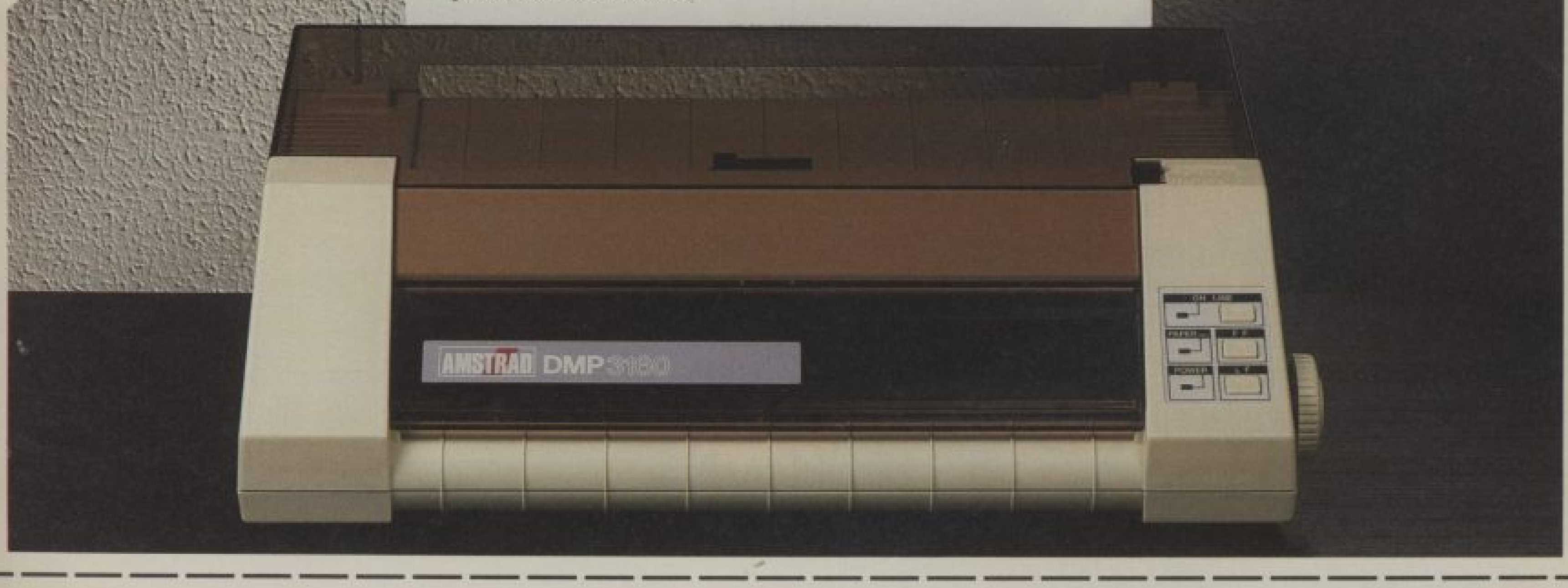


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9

Renegade

- ▶ MACHINE: AMSTRAD
- ▶ SUPPLIER: IMAGINE SOFTWARE
- ▶ PRICE: £8.95 (TAPE) £14.95 (DISC)
- ▶ REVIEWER: IAN

It looks like Imagine has done it again, and released another one of those arcade conversions we repeatedly keep seeing. All that ever seems to be written nowadays is either updated versions of old games or converted arcade games.

More often than not, these are pretty appalling. But this is not the case with the conversion of *Renegade*. Although the actual arcade original was nothing much to rave about, Imagine has done a marvellous job at converting it.

You plan the part of a street-wise vigilante who is on his way through the squalid streets of an infamous city to meet his girlfriend, Lucy. The only problem is that she's on the 'bad' side of town. "So what?" hear you cry. So what indeed. But this guy has to defeat a series of attacks by the most vicious gangs in the city.

There are five different levels: Subway, Pier, Sleezy Street Scene, End Street and Interior. You have to pass all these levels, until you are eventually united with your girlfriend.

Each of these scenarios is infested with thugs and villains, brandishing a selction of harmful weapons. To attain completion of a level the gang leader must first be defeated. This is done by repeatedly hitting or kicking him. Each time you successfully deliver a blow and knock him to the ground, his energy will greatly deplete. This is shown by an energy bar which is at the top of the screen, just beneath your own energy bar.

Level 1: Subway. This is the first of the stages. Here you are attacked by a number of armed and unarmed assailants. They have to be knocked to the ground approximately twice for them to be killed.

Level 2: The Pier. Here, you are confronted with a gang of motorcycle thugs. You are immediately attacked by four Hell's Angels on Motorbikes who attempt to run you over. They must be knocked off their bikes by using a flying kick. Each time you are run over, you lose a small amount of your energy. Once all four are subdued, you are attacked by a bunch of unarmed Hell's Angels. As you gradually bump off each of the Hell's Angels, their leader appears, and he certainly takes a lot of beating.



Level 3: Sleezy Street Scene. The fights that occur here take place in the sleezy downtown streets, where gangs of female mauraders hang out. These crazed women are armed with extremely lethal looking clubs and whips. When a number of these nasty ladies are defeated, their leader, 'Big Bad Bertha', is brought onto the scene.

Level 4: End Street. This and the next level have got to be the hardest levels of all. The level comprises of a number of razor wielding thugs. Be extremely careful with these guys, one touch from their sharp blades is fatal. The thugs also have a unique attack strategy, they come at you from behind — so always watch your back.

Level 5: Interior. Defeat of all the characters in the last level only results in more fighting with the same gang.

Completion of this last level will ensure that you keep your date with Lucy.

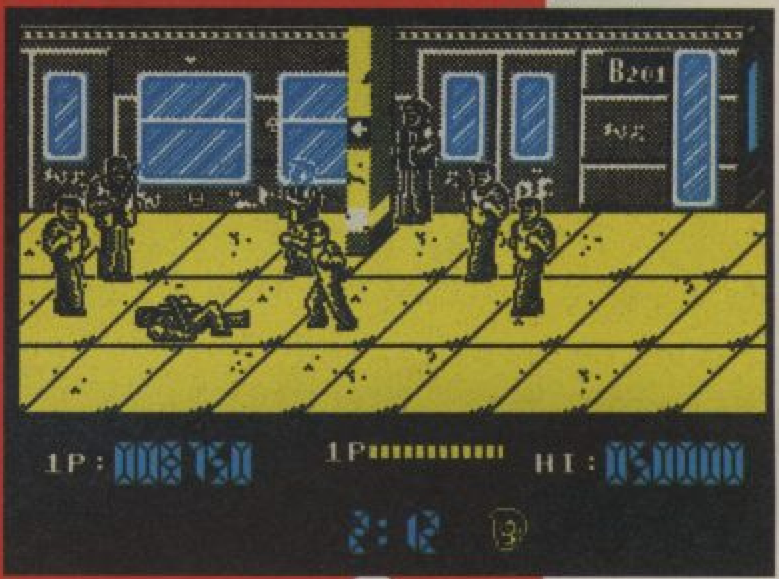
Graphics are excellent, colours are widely and wildly used. The sound, or should I say music, is very good, too.

Apart from the loading procedures and also the tedious character control the game is superb value for money and will give your hours of knucklebusting fun.

All of you ST and Amstrad users will be glad to hear that the versions for your computers are well above average and well worth spending all your hard earned pocket money on. Any of you who are Spectrum or C64 owners will, I'm afraid, have to see the game for yourself, just so you can make your own opinions about the game.

Playability on all versions is excellent and animation on all characters is very smooth. The C64 version, I thought, could have been a lot better. The Imagine team has a lot to answer for. Looking back at their earlier games, it makes me wonder if *Renegade* was a rush job. The Spectrum version uses all its capabilities, and produces a pretty good conversion. Graphics and colour are well used throughout the game, it's a pity that the sound was not used the same way. The Amstrad version has been programmed well and looks as if quite a bit of time has been spent on its production.





- ▶ GRAPHICS 9
- ▶ SOUND 8
- ▶ VALUE 9
- ▶ PLAYABILITY 7

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Sidewalk

10

▶ MACHINE: PC, AMSTRAD CPC, ATARI ST
▶ SUPPLIER: INFOGRAMES
▶ PRICE: PC – £24.95; ST – £19.95; CPC – £9.95 (TAPE), £14.95 (DISK)
▶ VERSION TESTED: ATARI ST
▶ REVIEWER: DAVID

A number of abortive attempts have been made to convert a comic strip into a successful game.

At last, however, a game has emerged with the graphical feel of a comic book, but with the added flexibility offered by bringing the characters to life on the screen.

The game, called *Sidewalk*, is published by the French software house Infogrames, and features a scruffy little character – namely you.

Unfortunately someone has stolen your pushbike, dismantled it, and hidden each of the parts in a different location in and around the back streets of Paris. Some parts are just lying around waiting to be found, others are now the prize possessions of various characters you may meet on your travels.

The game starts in mid-afternoon, and you've only got until 7.30pm to find all the bits to your bike, re-assemble them, and get to your girlfriends in time to take her to the concert this evening. If you're late, she'll go with that wally, John, from round the corner... oh, and don't forget to pick up a couple of tickets for the concert or she'll be really peeved.

Sidewalk is essentially a joystick/icon controlled adventure with arcade combat bits thrown in for good measure. The game screen is split into six rectangles, three along the top and three along the bottom half of the screen.

The top half of the screen is where you see the comic unfold. On the extreme left you can see yourself in various states, ranging from good health to dead, via knocked almost senseless but still kicking.

The right hand window shows any characters you may meet, and is also used to show your health, represented by a pint glass containing an ever decreasing quantity of beer... regular visits to the bar are highly recommended, especially as the beer's free.

The central window is used for movement and combat. In each location you can move across from left to right, or turn to face and/or move in another direction, all under joystick control.

Ranged along the centre of the screen are three icons which allow you to interact with other characters. These let you ask questions, fight or run away. Underneath these icons is the message area, in which conversations are displayed.

At the bottom of the screen are your inventory (what bits of your bike you've already recovered), plus windows showing cash, and any spanners (needed to re-assemble your bike), tickets, etc, you may have picked up along the way.



As the game unfolds, various other graphical or text windows are overlayed on the screen. These either show you running away, drinking, or give information on the character you have just met. It's important to know, for example, that the guy you were contemplating beating up is, in fact, a 19 stone, ex-Sumo wrestler!

Certain individuals must be persuaded it's in their better interests to part with their parts, or they'll get their blocks knocked off!

Although the control mechanism of *Sidewalk* takes a lot of getting used to, the single colour graphics are superb, perfectly capturing the spirit of the game. There are enough problems to keep the average adventurer happy, although this is by no means a game for the adventure purist... for example, the icon driven interaction system does away with the need for any text input.

Sidewalk is a strange mixture of adventure and arcade, with stunning graphics, a novel, and sometimes annoying, control mechanism, and the kind of humour and feel that will appeal to comic buffs, who may finally be persuaded that comics and computer games can be combined to provide a piece of genuine entertainment.

C+VG HIT!

▶ GRAPHICS	10
▶ SOUND	n/a
▶ VALUE	9
▶ PLAYABILITY	7

Anarchy

▶ MACHINE: C64/128
▶ SUPPLIER: HEWSON/RACK-IT
▶ PRICE: £2.99
▶ REVIEWER: TIM

Commodore owners haven't been forgotten in Hewson's big budget drive. *Anarchy* is a tank based blaster which could prove to be a minor hit.

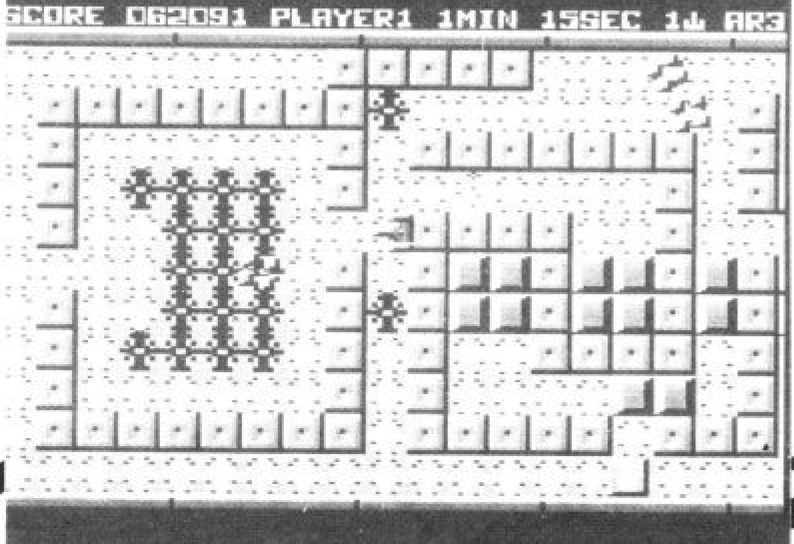
Your mission is to break into the security complex where the rebels' weapons and explosives are stored and destroy the entire supply thus rendering the rebels without weapons and making them harmless.

In the complex, drive your A.C.E. MK2 Interceptor unit to destroy all the weapons containers but at the same time, you must avoid the security guard droids as they are deadly to touch.

When all of the containers have been destroyed the building's security system will collapse and the airlocked exit will open allowing you to escape deeper into the complex.

There is a time limit of about two minutes to complete the mission in each building otherwise the security system will detect your presence and drain all oxygen from the building.

Every fifth building within the complex contains the rebels' nuclear weapons. These buildings are guarded by a special droid which senses the presence of an intruder.



The key to success is learning the best route around the maze like buildings and being in the right location reveals the exit.

The defending droids home in on the exit once it's opened — so it's well crucial to be near when it opens and be ready for a quick dash to the next level.

You also have to be a square-width distance away from the stuff you want to blast and some buildings are seemingly impossible to destroy — and remember time is running out all the time! Experience will soon help you beat up the mazes.

Anarchy is a well put together game — which would outlast the regular budget offerings in the playability stakes.

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	7

Maniac Mansion

► MACHINES: C64
► SUPPLIER: ACTIVISION/ LUCASFILM
► PRICE: £9.95 (tape) £14.99 (disk)
► VERSION TESTED: C64 disk
► REVIEWER: TIM

This is simply brilliant. A teen-schlock horror movie on computer! Lucasfilm has taken the graphic adventure format first seen in *Labyrinth*, tweaked it a bit and come up with an extremely entertaining and easy to play adventure.

Not an adventure for purists though, that's why we're reviewing it outside the regular adventure section. For a start it doesn't require any text input from the player — just simple icon selected actions. You simply select actions from a text menu at the bottom of the screen.

But enough of this technical stuff — on with the senario which comes right out of a Hollywood B-movie. There's a weird mansion, a mad scientist, strange monsters and a bunch of clean-cut, all-American high school kids.

There are strange people living in *Maniac Mansion*. a Dr Fred, a mad scientist; Nurse Edna, a former health care professional whose hobbies would make a sailor blush; Weird Ed, a teenage commando with a hammer fetish; and then there's Dead Cousin Ted, and the Tentacle, and somebody — or something — *else*. . . . And what's a sweet young cheerleader named Sandy doing in Dr Fred's basement?

Your goal is to direct a team of three local teenagers — incuding Sandy's boyfriend Dave — through the mansion to rescue Sandy. As you explore, you'll meet all the strange inhabitants of the mansion, and you'll discover Dr Fred's ambition to control the world — one teenager at a time.

You'll find that each of the seven teenagers you can choose from has special skills, talents and weaknesses. And each of the crazy occupants of the mansion has goals and desires that can help or hinder your team, depending on how you handle them.

The story — and your approach to rescuing Sandy — will be different depending on which kids you choose and how you interact with the people and things inside the mansion itself.



Each of the possible stories in *Maniac Mansion* is really a large, complex puzzle made up of scores of smaller puzzles. From time to time, movie-like "outscenes" reveal clues about the story and what's going on elsewhere.

As you discover the smaller puzzles that make up each story line, you'll find that most will have to be solved in a certain order.

You select your team at the start of the game using the cursor. As you move it over their happy smiling faces a few words about them appear at the top of the screen. Once you've got your team together a little introduction "scene" is acted out on screen before you get the chance to take control.

And you take control by using the cursor to create commands from the text menu at the bottom of the screen. But let's take a look at what you see on screen.

● **The Message Line** is the line at the very top of the screen. Words spoken by any of the characters appear on this line.

● **The Animation Window** is the largest part of the screen where the animated world of the mansion is displayed. It shows the "camera's eye view" of the room that the currently active character is in.

● **The Sentence Line** is directly below the Animation Window. You use this line to construct sentences that tell the characters what to do. A sentence consists of a *verb* (action word) and one or two *nouns* (objects). An example of a sentence that you might construct on the Sentence Line is "Unlock door with key". Connecting words like "with" will be put in automatically by the program.

● **Verbs** must be selected from the groups of words in the columns below the Sentence Line. You will always be able to see all the verbs used in the game — they will not change as the game progresses. To select a verb, position the cursor over the word and click.

● **The Inventory** is the area below the verbs. Each character on your team has his or her own inventory. It is empty at the beginning of the game; the name of an object is added to a character's inventory when the character picks the object up during game play.

Putting the commands together is simplicity itself. None of this "You Can't Do That" business. Just move the cursor on to the command you want in the menu and hit the joystick firebutton.

As you explore you'll come across objects which your characters can collect. These are added to the text menu as an inventory. You'll need all sorts of odd things!

You can select objects by placing the cursor over them in the animation / play area window or from the test menu.



That way you discover more about the location your character is exploring. Some rooms you enter will be dark — so find a flashlight or "feel around" with the cursor to see if you can discover a light switch.

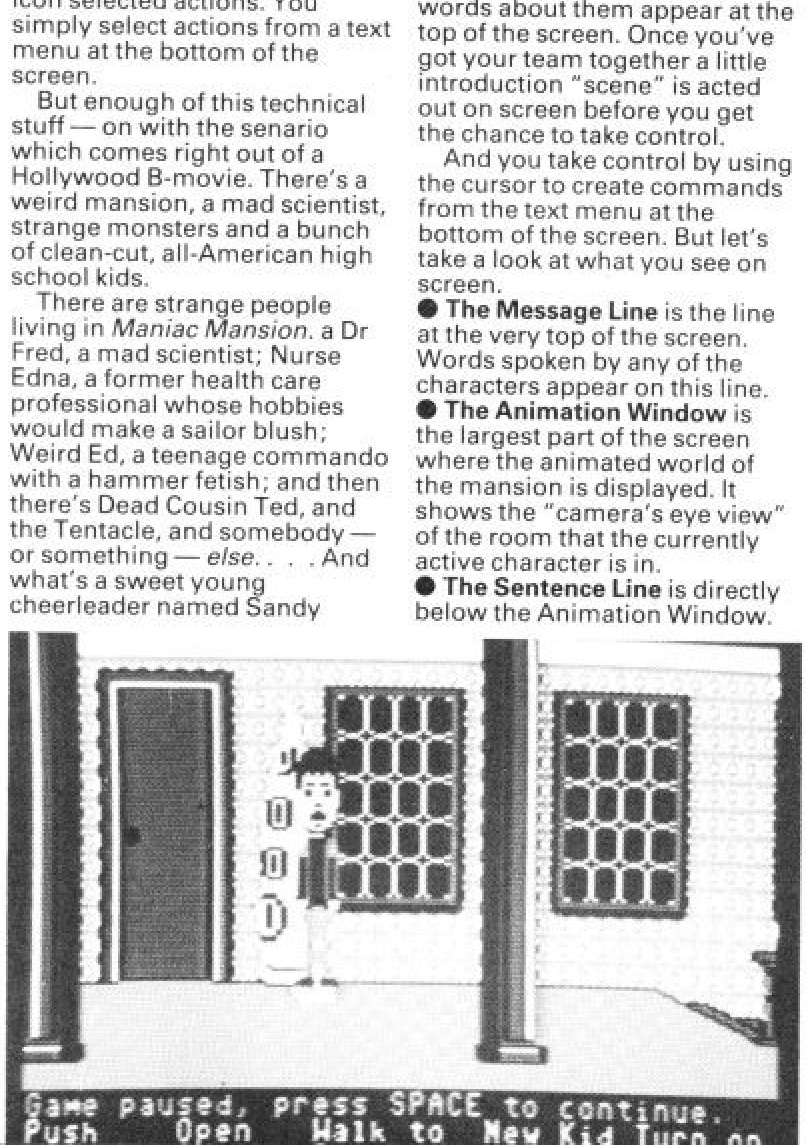
Using the flashlight simply shows up a small area of the room you're in — a really nice touch this.

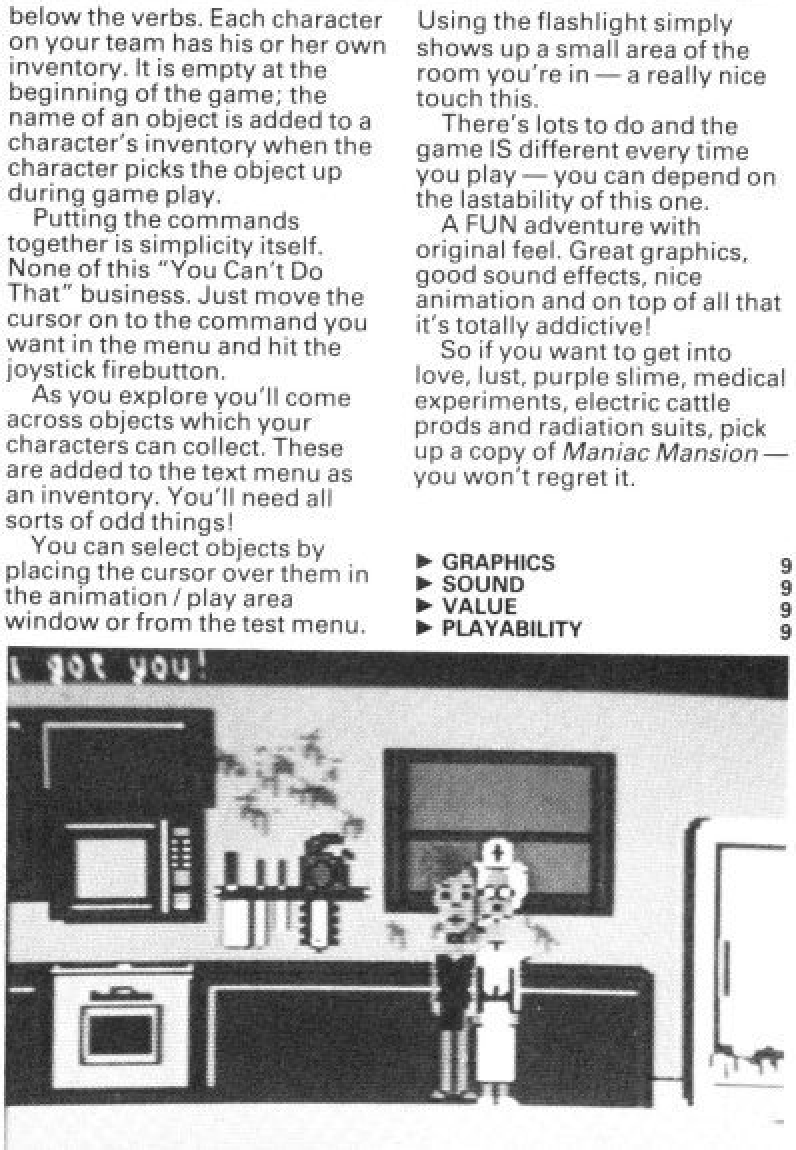
There's lots to do and the game IS different every time you play — you can depend on the lastability of this one.

A FUN adventure with original feel. Great graphics, good sound effects, nice animation and on top of all that it's totally addictive!

So if you want to get into love, lust, purple slime, medical experiments, electric cattle prods and radiation suits, pick up a copy of *Maniac Mansion* — you won't regret it.

► GRAPHICS	9
► SOUND	9
► VALUE	9
► PLAYABILITY	9





Water Ski-in

- MACHINE: AMSTRAD
- SUPPLIER: INFOGRAMES
- PRICE: £9.95 (tape) £14.95 (disc)
- REVIEWER: PAUL

Sometime back, Irish software house New Concepts had a plan to bring out a water ski-ing game which would come with two small plastic skis. These would be placed over the computer's keyboard. By putting your fingers on the skis you control the action on the screen. I actually saw the skis, but as far as I know the game never materialised.

No such gimmicks with *Championship Water Ski-ing*. Everything is joystick or keyboard controlled.

The game looks good, sounds good, but, unfortunately, doesn't play so well. It lacks that vital ingredient that keeps you coming back for more.

The graphics are very nice. I quite like the technique of overlaying different views of the action on each other. It worked very well with Infogrames' *Passengers on the Wind* adventure but, for what is basically an action game, it can be a little confusing.

So what do you get? You a have choice of taking what is called The All-Round Test, which covers three events, the jump, freestyle and the slalom, or you can undertake each event individually.

The first — and my favourite — is the jump. It's divided into the approach to the jump, the jump, and the landing.

The first screen shows a big view of the ramp. Top left is bubble which shows the skier. Hitting the fire button sets him off. He must hit the ramp correctly, of course. This is fairly easy to do.

Once airborne, the screen changes to a more distant view of the jump. The bubble shows a close-up of the skier. By using the joystick you can stop him







- MACHINE: C64
- SUPPLIER: MICROPROSE
- PRICE: £14.95 (TAPE), £19.95 (DISC)
- VERSION REVIEWED: C64 DISC
- REVIEWER: TIM

Shiver me timbers! Another pirate's game? Let's run out the Jolly Roger and take a trip on the high seas with those old sea dogs Microprose. It's tough to know where to start — the game is so large, but here goes anyway . . .

It has to be said straight off that *Pirates!* is nothing, I repeat, nothing like *Pirates of the Barbary Coast* from Cascade — for a start it's easier to get into, and a whole lot more fun to play.

Pirates! is a time-consuming game — so you'll have to set aside a day or so to play it — fortunately there's a save game facility, so you can keep your swashbuckling hero safely on tape or disc.

You can keep your character created by experiences battling vicious pirate captains, sea battles, quests for pirate treasure, searches for long-lost relatives and so on.

As you can see, there's lots to this sprawling action-adventure game.

You can choose to be a goodie-goodie, allying yourself with one or other of the "super-powers" who ruled the Caribbean in the 16th and 17th centuries — England, France, Spain or Holland. Or, you can simply become an out and out buccaneer — attacking everyone and anything for a fast buck and a few thrills.

Quite how historically accurate the game is I don't know — but you get a fascinating handbook with the game package which outlines the background to the period, the ships that were sailing the waters around the West Indies between 1560 and 1700.

That's yet another nice feature of the game, you can join one of the famous historical explorations or war campaigns and try your hand at repeating — or altering — events.

The game itself consists of





Pirates!

Pirates!

falling backwards or forwards. Get the balance right and he makes a successful landing.

The freestyle event takes place over two courses which both last 20 seconds. The view of the skier is far from the back of the towing boat. Points are awarded for perfecting various turns, from 90 degree turn (a side-slip) right through to a 540 degree turn (that's one and a half turns).

The final event is the slalom. The skier is towed over the course and must ski round buoys.

Championship Water Skiing is a nice try at capturing the sport but more excitement is needed.

- ▶ GRAPHICS 9
- ▶ SOUND 8
- ▶ VALUE 7
- ▶ PLAYABILITY 6



several adventure style and arcade scenarious. There are screens where you can select various options from various menus which affect the action.

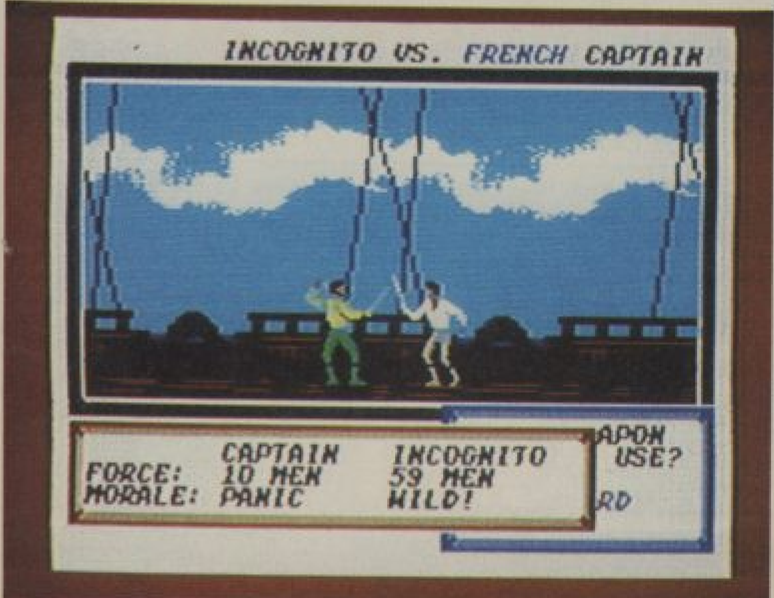
The best way to get into the game is to simply select the pre-defined options and get stuck in at apprentice level. This way you get to learn the mechanics of the game while having a good time and not getting too frustrated each time you get thrown into jail.

The arcade style section includes sea battles, attacks on ports from the sea and on land with bands of your pirate crew and the one on one swordfighting combat with pirate leaders or ship captains.

Pirates! is an impressive and absorbing game — one for those of you who enjoy getting all wrapped up in a strategy-style role-playing game with enough action to appeal to the arcadester.

- ▶ GRAPHICS 8
- ▶ SOUND 6
- ▶ VALUE 9
- ▶ PLAYABILITY 9

C+VG HIT!



Pirates!

C+VG REVIEWS 13

Graham Gooch's Cricket

- ▶ MACHINE: C64/128
- ▶ SUPPLIER: ASL
- ▶ PRICE: £9.95 (TAPE), £14.95 (DISC)
- ▶ REVIEWER: TIM

If you think you could do better than the England Test side then try your luck with Audiogenic's revamped Graham Gooch cricket game. This new version of the only really GOOD cricket simulation features a few new tweaks – but retains the graphic/game presentation of the original game.

You can either play a genuine cricket simulation or simply go for a quick-fire arcade cricket game – bowling and batting. There's also a neat two player option – take on your mates and beat them soundly!

There are nine different test sides featured in the game, Australia, New Zealand, Pakistan, India, Sri Lanka, a World XI, an All Star XI and England, of course. Each has updated teams. You can also input your own team if you want.

You can play a Test Match proper, get into limited over games, or simply practice batting and bowling.

There are Test Match Special TV style game statistics which appear after each over, or each innings and you can even call up an "action replay" of a spectacular catch or such like.

I found myself getting out much too quickly for my own liking – maybe this IS like the real England test side though! The animation and new digitised speech – cries of howzat! – are pretty good – although I'd like a better representation of the on-going score as you play rather than the small white numerals at the bottom left hand side of the screen.

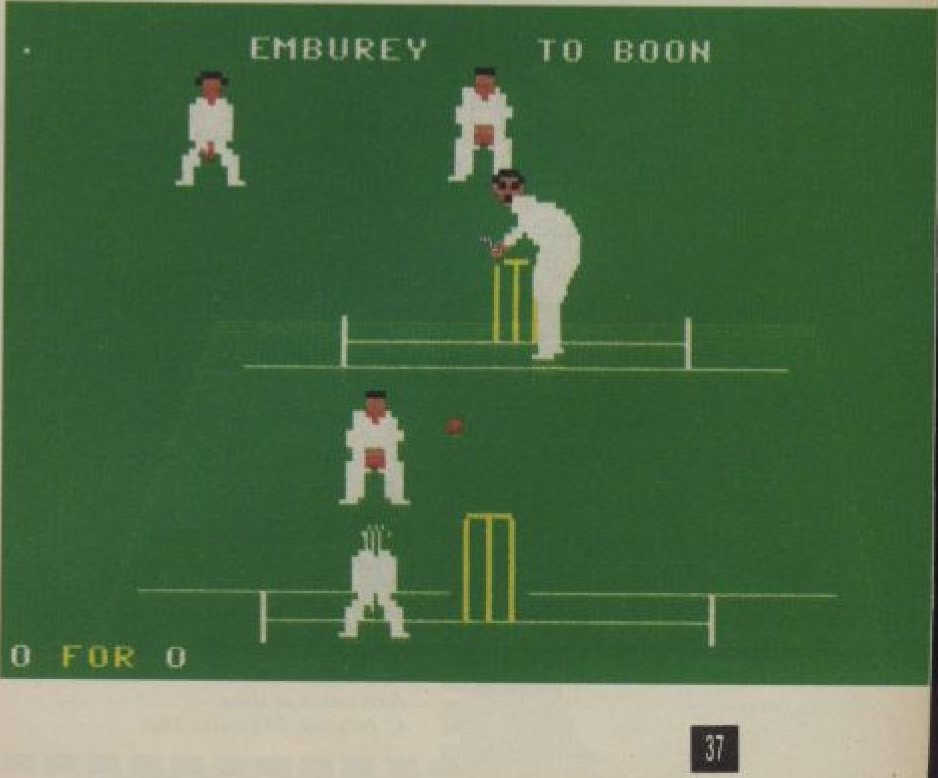
It's nice to be able to put together the all-star teams with ace cricketers from the past and present.

The blurb that comes with the game says that you don't need to be into cricket to enjoy the computer version – but I reckon that the opposite is the case. To get the most out of this sports-simulation you DO need to know about the game — even if it's just to be able to identify the names of the players. Otherwise you might just get a bit bored with proceedings on the screen — bit like watching Test Match Special.

Graphics could be better — and Audiogenic should have taken the chance to add a few more sound effects to improve the presentation even further. How about an enhanced ST or Amiga version Mr Audiogenic? That could be pretty special . . .

GG's Cricket is still the best adaptation of the game for computer – so if you're a flannelled fool, or just a would-be Botham, check out this remixed version of the game.

- ▶ GRAPHICS 7
- ▶ SOUND 7
- ▶ VALUE 7
- ▶ PLAYABILITY 7



Moebius

► MACHINE: C64
► SUPPLIER: ORIGIN SYSTEMS/MICROPROSE
► PRICE: £19.95
► REVIEWER: WAYNE

When I opened *Moebius*, I liked what I saw. There were two disks, a reference sheet and a free oriental headband! Some blurb on the box told me that the game was a combination of both an adventure and an arcade, with a healthy dose of fantasy role-playing thrown in.

I eagerly got involved and found out that you play the part of the newest disciple under instruction from Moebius, the Windwalker. He tells you that the Orb of Celestial Harmony has been stolen by the forces of evil and this has caused turmoil on the planet. Earthquakes, droughts and other natural disasters are now commonplace. It is your job to get it back and set the world to rights.

However, before you go off merrily Bruce Lee-ing through the countryside, you have to prove yourself in all the three styles of combat: swordfighting, barehands and the mental prowess of Divination.

The training mode is very easy indeed. Even an incompetent like me got through it without much trouble.

I liked the choice of keys available for these tests, they made it that much easier to control your character's actions. You can select up to nine speeds in training combat mode, one being freeze frame speed, nine being real life.

At any one time you can train up to as many as three characters, one after each other. These "extras" are very helpful in your progression through training.

Once over the training hurdle, you then set off on your mission. This is where the adventure/fantasy role-playing comes into it. You have to search around an island for the orb and this involves going through jungle and other vegetable-covered terrain.

You meet various folk, from goody goodies who will either help you or follow you, to rebel palace guards who will confront you and attack without hesitation. I found this to be one of the low points of the game.

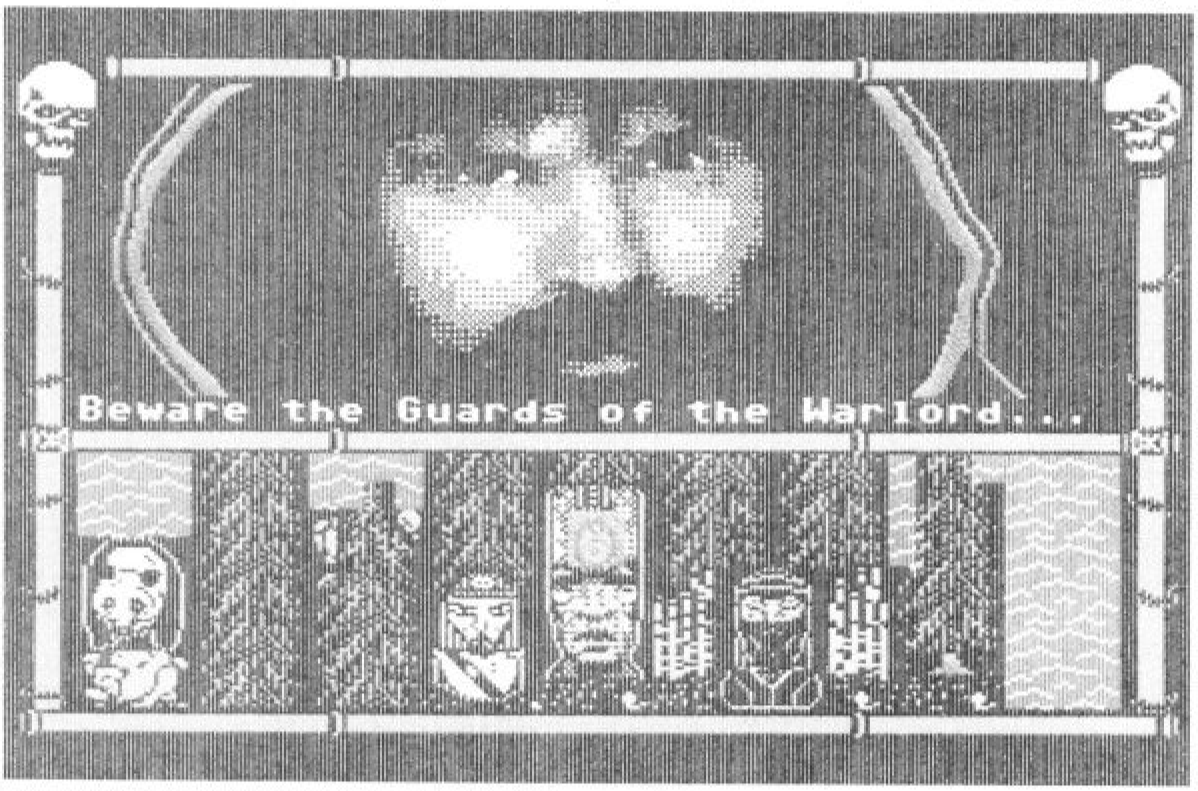
You see, in certain places the guards turn up in abundance and it takes so long to actually jump from the adventure screen to the combat screen, you are left waiting about twiddling your thumbs for ages.

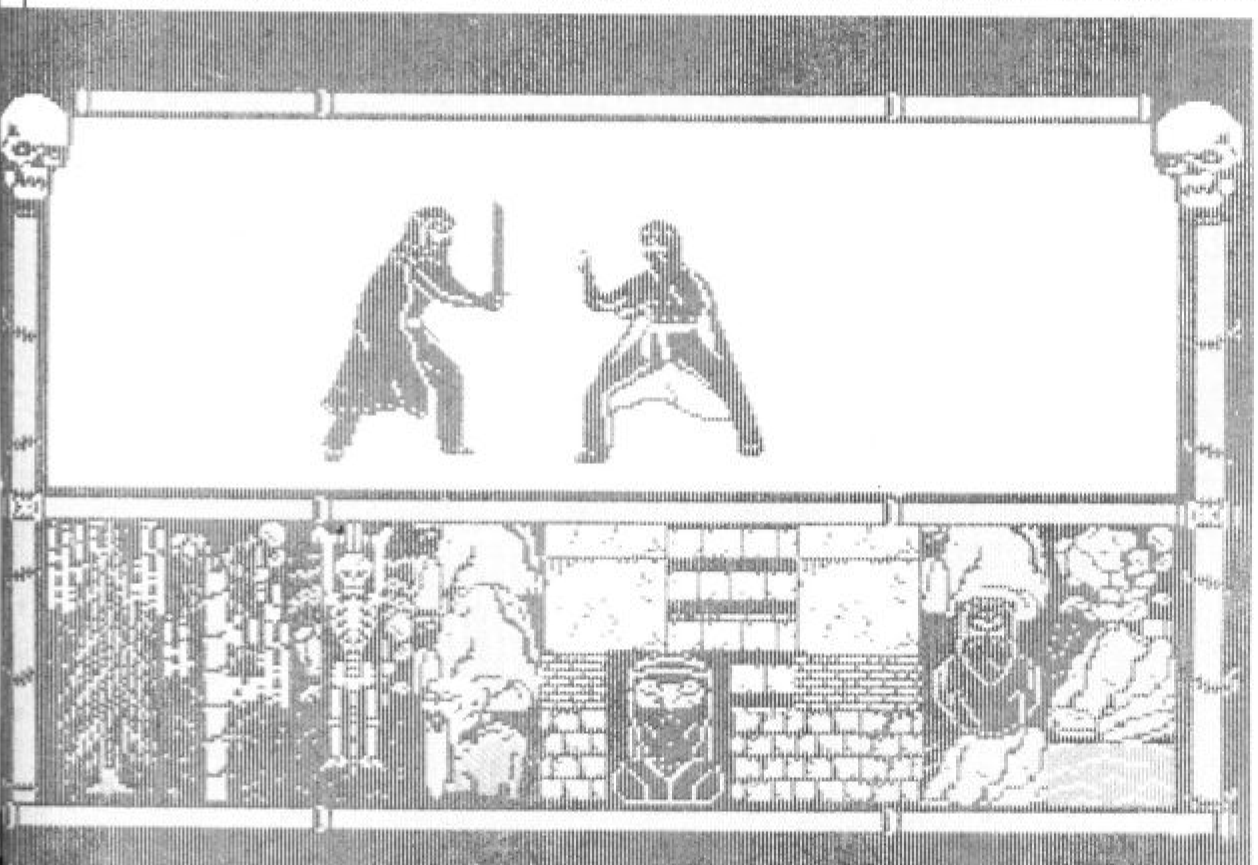
Even for the Commodore, the jump is very slow indeed.

Once you get into combat with the guards, you have to fight them barehanded — until you obtain a weapon — whilst they wield swords. I found them easy to defeat.

All you had to do was keep kicking and punching low and they collapse. It got quite repetitive and my enthusiasm was waining.

For each guard you defeat you may get an item you can use, be it a torch or a hammer





plus some experience points. These points enable you to get better at skills such as listening out for your opponents. These skills are measures in levels and the higher you get the better your skills are.

The game continues on this basis as you plough through the levels of Earth, Air, Fire and Water, defeating ninjas, guards and other random encounters alike until you recover the orb.

The game has lots of other gimmicks including the abilities to cast spells (two systems), read magic maps, throw shurikens and encounter wild animals.

When I finished playing this game for the last time, I examined the blurb on the box once again. It claims 50-100 hours of playing time. I can believe it. The only trouble is that you are going to spend half of it hanging about waiting for something to happen when you should be in combat! *Moebius* is worth a look — if you can afford it.

► GRAPHICS	7
► SOUND	5
► VALUE	7
► PLAYABILITY	7

14

Barbarian

- ▶ MACHINE: ATARI ST
- ▶ SUPPLIER: PALACE
- ▶ PRICE: £24.95
- ▶ VERSION TESTED:
- ▶ REVIEWER: DAVID

The ST conversion of Palace's successful hack 'n' slash combat game, *Barbarian*, has just hit the streets, except those in Germany, that is — where, we're told, the game glorifies violence and would constitute an undesirable influence on the country's youth.

Personally, I just think German gamesters are missing out on a stonking good game and that's all there is to it!

And what a good job programmer Gary Thomson, and sound wiz Richard Joseph have done, converting Steve Brown's original eight-bit hit, into a sure-fire winner for the ST, and soon for the Amiga.

Barbarian ST has all the finesse and delicacy of the original. You know the kind of thing — lots of hacking, and I don't mean the software kind, spurting blood and decapitation.

The soundtrack is superb with digitised effects, such as a metallic claang, when sword meets sword, which almost makes the joystick vibrate in your hand.

The same batch of combat controls are here, including head butt, flying neck chop and the evil web of death.

The blood runs freely, amidst grunts and groans and swishes as a sword flies just past your left ear.

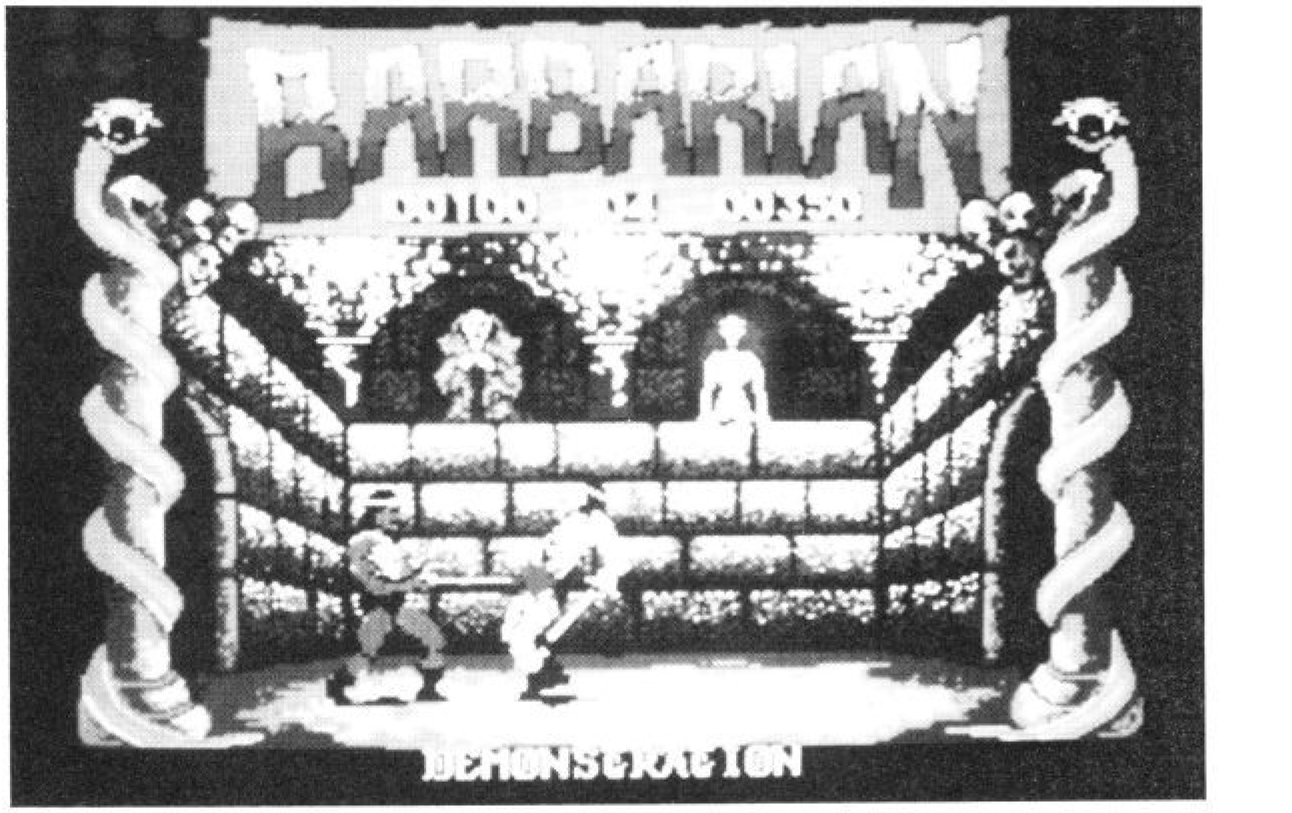
But, if you're not quite ready for the real thing, there's always the practice arena, where you can brush up on your swordsmanship without the inconvenience of an opponent trying to kill you.

Miss it at your peril, and watch out for the football playing orc — he's a star!

▶ GRAPHICS	9
▶ SOUND	10
▶ VALUE	9
▶ PLAYABILITY	9

C+VG HIT!





Backlash

- ▶ MACHINE: ATARI ST
- ▶ SUPPLIER: NOVAGEN
- ▶ PRICE: £19.95
- ▶ VERSION TESTED:
- ▶ REVIEWER: DAVID

To date, Novagen have only released two games, *Encounter* in 1984 and *Mercenary* in November 1985. In July 1986, *The Second City* was released, giving *Mercenary* addicts another city to explore.

Such was the success of *Mercenary* and *Second City*, that there are now 56 foreign language or machine versions of the two original products.

It comes as no surprise to learn that *Mercenary II* is on the way. Known as *Damocles*, it is set in an imaginary solar system with nine planets and 11 moons, the game features filled and shaded graphics showing the light and dark sides of each planet.

This space arena provides the backdrop to a scenario in which your task is to avert the comet Damocles from collision with the system's fifth planet.

Damocles is being programmed on the Atari ST and should be available early in the New Year.

Luckily for us, Novagen's wizard programmer, Paul Woakes, has found time to produce *Backlash*, a full-blooded, no-nonsense blaster.

Obviously inspired by his earlier game, *Encounter*, Woakes has decided to forsake the complex strategy of *Mercenary*, to concentrate on moving as many solid objects in free space, as the ST will allow, purely and simply so you can have the pleasure of blasting them off the screen.

For once, a company has had the guts to publish a game with no pretentious scenario on the cover. Instead, this is printed:

- *Backlash* is a fast-action arcade game
- Objective is high score
- Radar sights head up display shows enemy locations
- Action is continuous with increasing difficulty
- Five lives to start. Extra life awarded every 10,000 points.

And that pretty well sums up the game, except to say that it is one of the fatest, most playable arcade games EVER!

Set on a flat grey plain, over which you can move in any direction, *Backlash* puts you at the controls of whatever vehicle you care to imagine. All you can do, in said vehicle, is move in any direction over the plane, and shoot straight ahead of you.

Your view is a full screen, head-up *Battlezone*-type display. A simple radar display is overlayed in the centre of the screen.

On it can be seen the enemy — anything that moves — in white, and their fire — anything that moves even faster — shown in red.

The only other things to clutter up the screen are the score and high-score displays in the top left- and right-hand corners respectively.

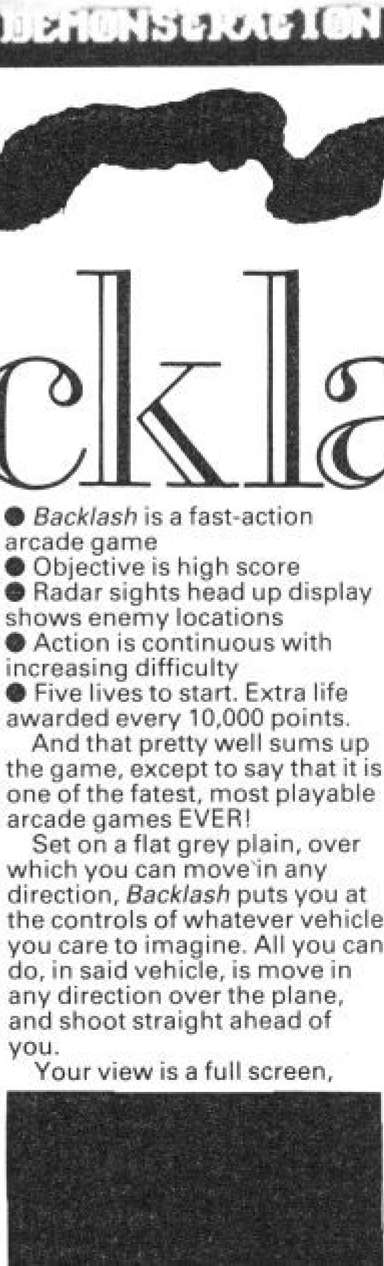
If you have an ST and you like shooting things, then buy *Backlash*. It's that simple.

▶ GRAPHICS	10
▶ SOUND	9
▶ VALUE	10
▶ PLAYABILITY	10

C+VG HIT!











RED L.E.D.
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Evening Star

▶ MACHINES: AMSTRAD/ SPECTRUM/CBM 64/BBC B/ACORN ELECTRON
▶ PRICE:
▶ VERSION TESTED: SPECTRUM/ AMSTRAD/CBM 64
▶ REVIEWER: PAUL

The mere mention of a steam train can have a curious effect on seemingly normal people. Their eyes glaze over and a tear of nostalgia can sometimes be glimpsed.

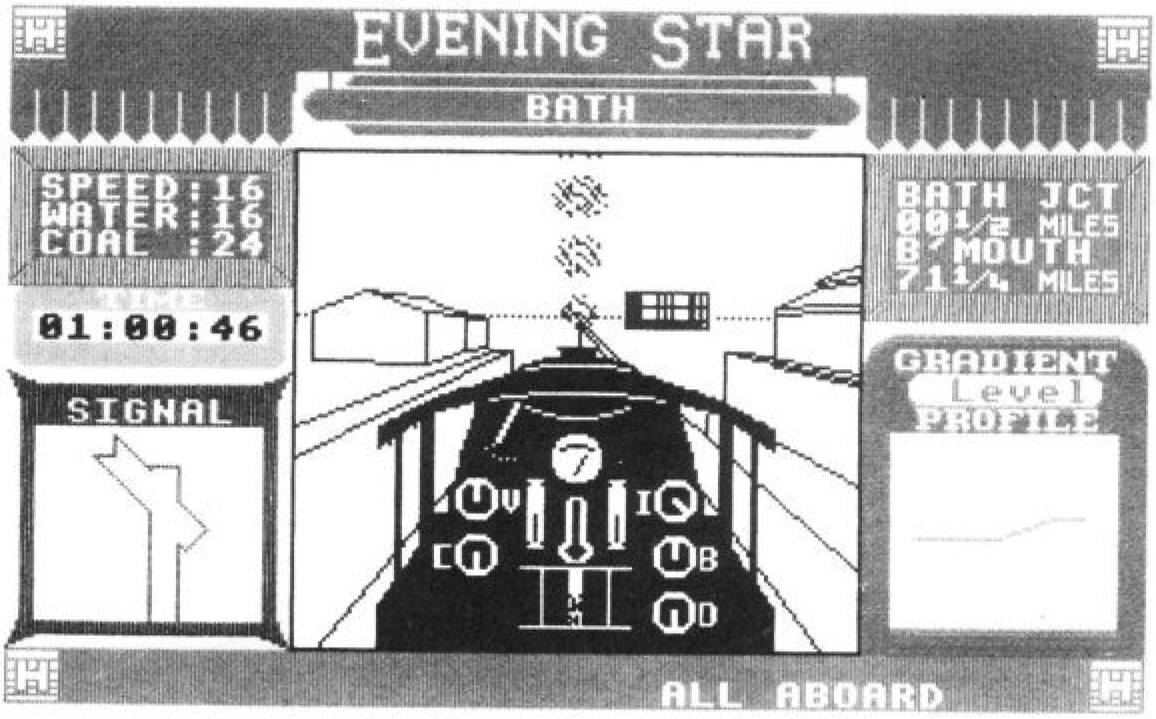
I've never quite understood it myself. The same as I can't quite understand the strange urge which forces people to stand for hours on station platforms train spotting. Is it a healthy way to spend your time, I ask myself?

For me, it's the age of the train which causes British Rail to make the going grate. Adding soot and steam to the misery of train travel would be too much.

But not for a vast number of people. And it's with these people Hewson appears to be onto a nice little earner with its steam train simulations. Witness the success of *Southern Belle*.

Now Hewson is trying its luck again with *Evening Star* which recreates the journey on the Somerset and Dorset line between Bournemouth and Bath.

And, no doubt, it will be just as successful as *Southern Belle*.



Yogi Bear

▶ MACHINES: CBM 64/ SPECTRUM/AMSTRAD
▶ SUPPLIER: PIRANHA
▶ PRICE: £9.95 cassette/£14.95 disk
▶ VERSION TESTED: CBM 64
▶ REVIEWER: PAUL

"Hey, Yogi, how come you're the star of a computer game?"

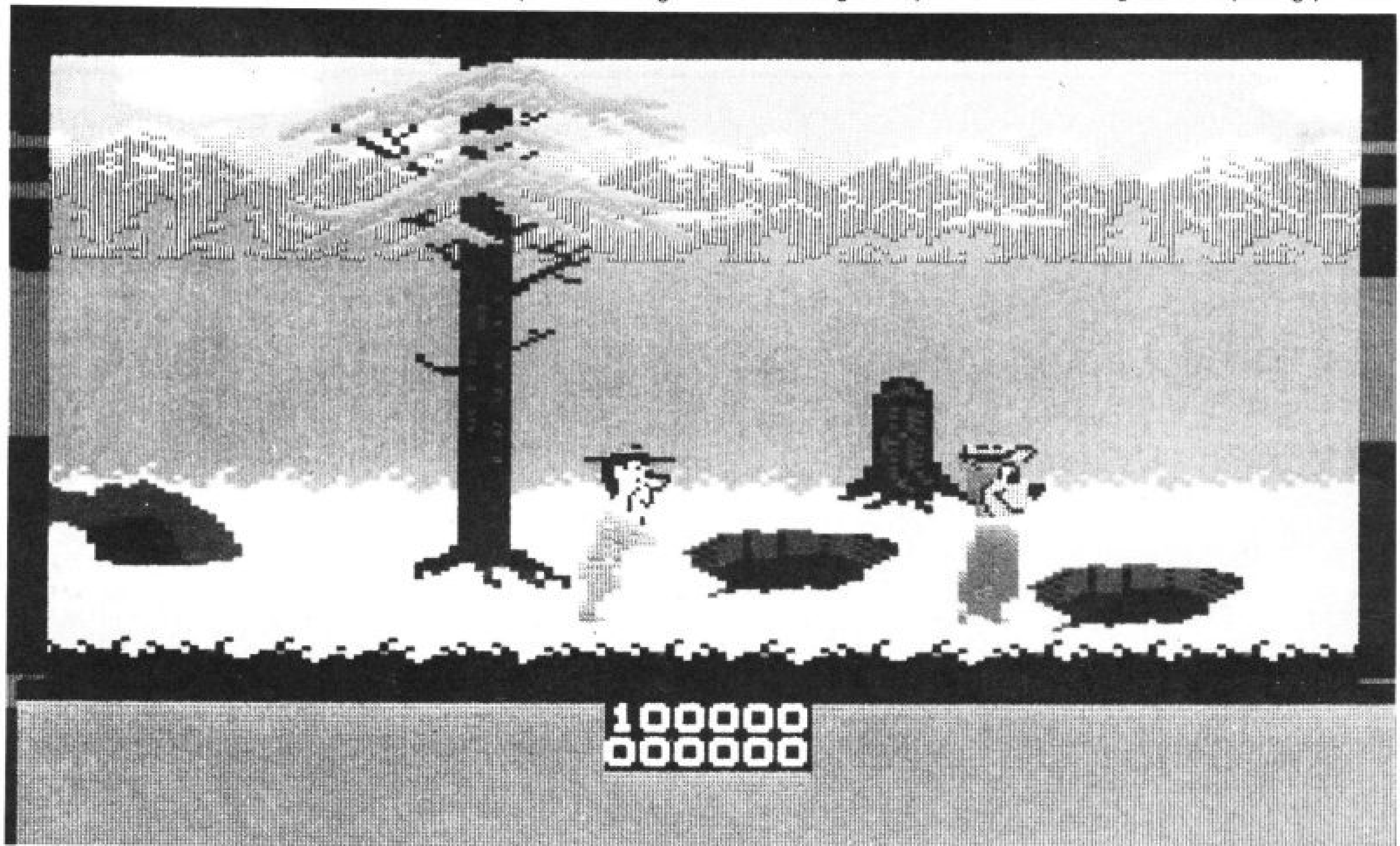
"That's easy, Boo Boo. It's because I'm smarter than the average bear."

Unfortunately, the resulting game isn't smarter than the average game. It's a simple left to right scrolling effort which lacked any immediate hookability to keep me playing.

The setting is Jellystone Park where Yogi, his little bear pal, Boo Boo, and of course, Ranger Smith, have lived a hectic existence for years.

Well, things have never been this grim. Boo Boo has been bearnapped, kidnapped or stolen, by a hunter and is about to be sold to a circus. He's being held captive in the hunter's cabin somewhere in Jellystone Park.

Yogi is, not suprisingly a little



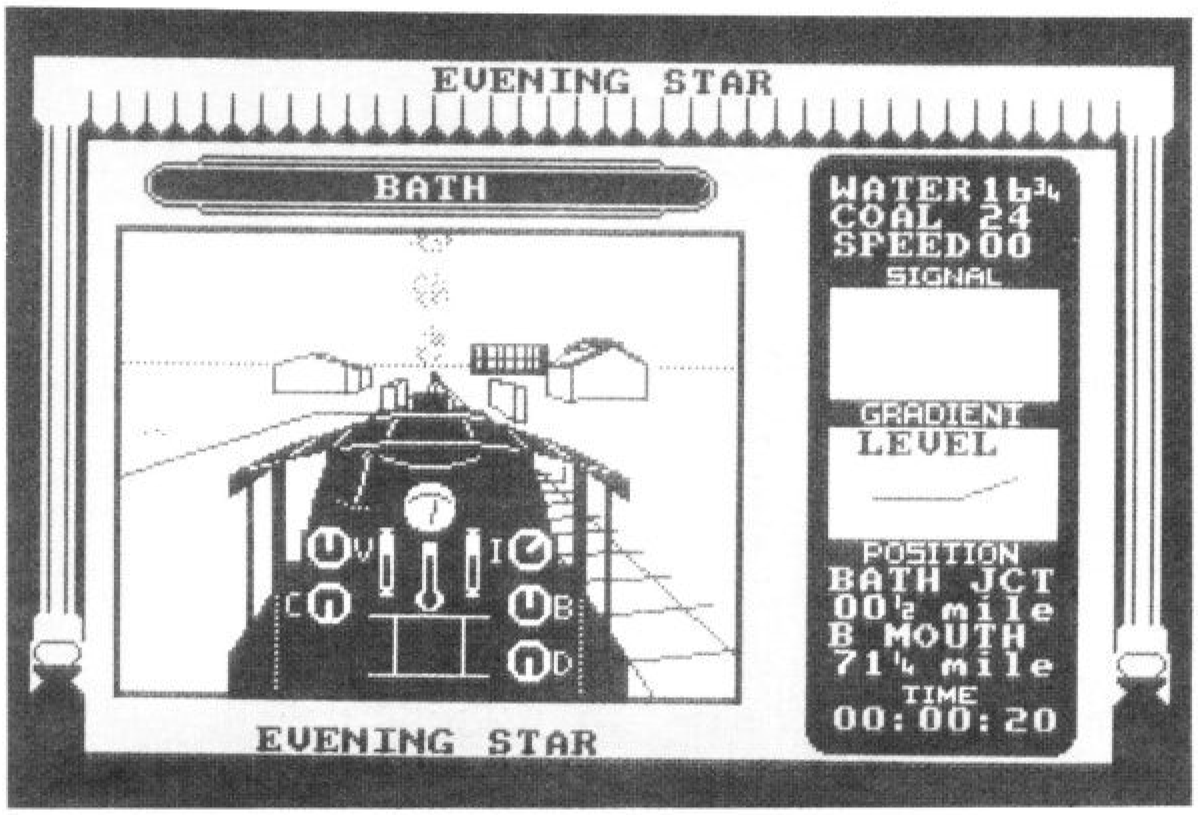
The Evening Star was apparently one of the most powerful steam locomotives to run in Britain. It was, according to Hewson, one of the "legendary" BR9F class.

Well this simulation allows you quite a few types of journeys over the same seventy miles of track. There's the training run, local non-stop run, local stopping run, full line stopping run to Bournemouth, record attempt run and a chance to drive the "Pines Express" whatever that is. There's also a demo which allows you to sit back and enjoy the journey.

The screen layout is very much the same as *Southern Belle*, the large part being taken up with the view of the cab, controls and line ahead. A section on the right contains messages about signals, speed and information about coal and water.

The loco is controlled from the keyboard and the number of keys involved is great. Realistic but a little confusing.

Trains may seem a little tame in the simulation stakes when you think of others around. Don't you believe it. You can



still come a cropper by de-railing the train by going too fast or hitting the buffers. There's also the chance of colliding with other trains.

So, to sum up. If you bought *Southern Belle* and liked it, then you'll need no urging to buy *Evening Star*. If you like trains or ever wanted to be a train driver, check this simulation out.

Me? Well, I'll stick to the 8.05 from Enfield Chase. No simulation could ever truly recreate the horror of that journey!

	Amstrad	Spectrum	CBM 64
► GRAPHICS	7	7	7
► SOUND	7	6	8
► VALUE	7	7	7
► PLAYABILITY	7	7	7

upset at losing his old chum, and sets out to rescue him. The ever-hungry Yogi must replenish his energy by finding food — expecially the nourishing picnic baskets left behind by forgetful campers.

And — as if you hadn't already guessed — there are lots of hazards for Yogi — geysers, bees, birds, frogs, etc.

At the bottom of the screen is the Boo-meter which shows how far Yogi is away from his pent up pal.

Each part of Jellystone poses different problems — rivers to jump, lakes to cross, sharp-fanged snakes, angry campers, furious fat ladies, a mean-minded moose, hot-tempered hunters and Ranger Smith who always chases Yogi.

As well as being full of crazy critters, Jellystone has some strange caves. Yogi will have to use them from time to time. But when he goes in one he doesn't know where he's going to come out. It may be nearer to Boo-Boo or it may be further away.

When Yogi starts his mission of mercy, it is January. When December comes, Yogi has to hibernate and Boo-Boo will never be rescued. So Yogi has to free Boo-Boo as quickly as possible and as the seasons change and hibernation gets near, things start looking bad for Boo-Boo.

The game looks all right — the programmers have done quite a good job on *Yogi*, capturing the cartoon character well. But it falls down on playability.

► GRAPHICS	8
► SOUND	8
► VALUE	7
► PLAYABILITY	7

Red L.E.D

- ► MACHINE: CBM 64
- ► SUPPLIER: STARLIGHT
- ► PRICE: £9.99
- ► REVIEWER: PAUL

Okay, despite the fact that *Red L.E.D.'s* plot is about as thin as our ad manager's hair, we've got a nifty little game on our hands here. Well done, Starlight. The best yet.

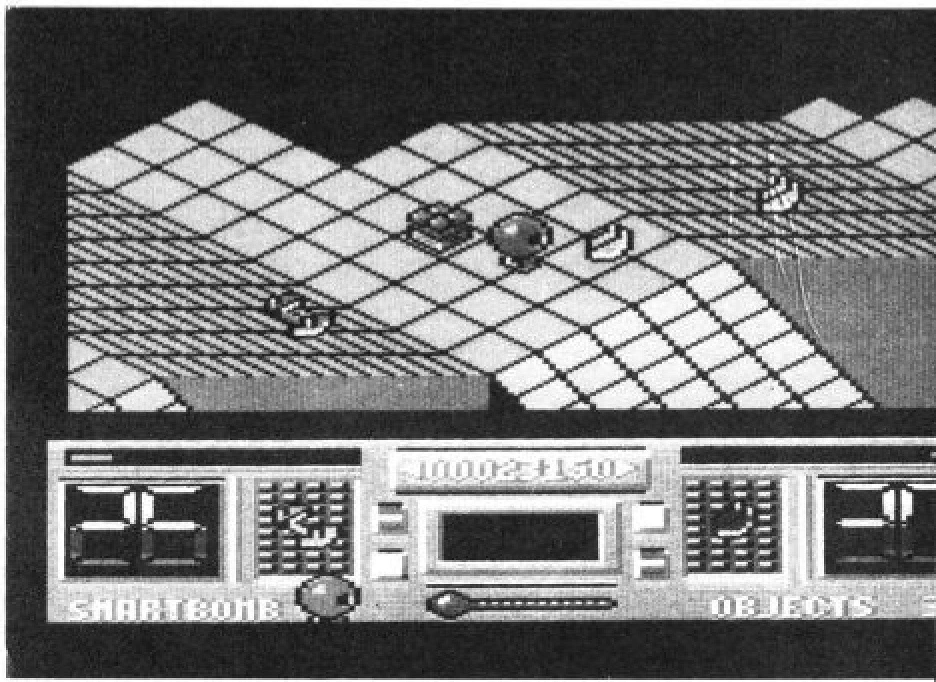
Earth's resources are running out (even Starlight acknowledges this idea is a bit over-used) and using three battle droids you must form a continuous link across an inter-galactic link across a grid. Each step on the way you must complete a landscape by collecting the energy pods there. Win and the link is yours. But if you are defeated it shows white on the grid and you must try for another link.

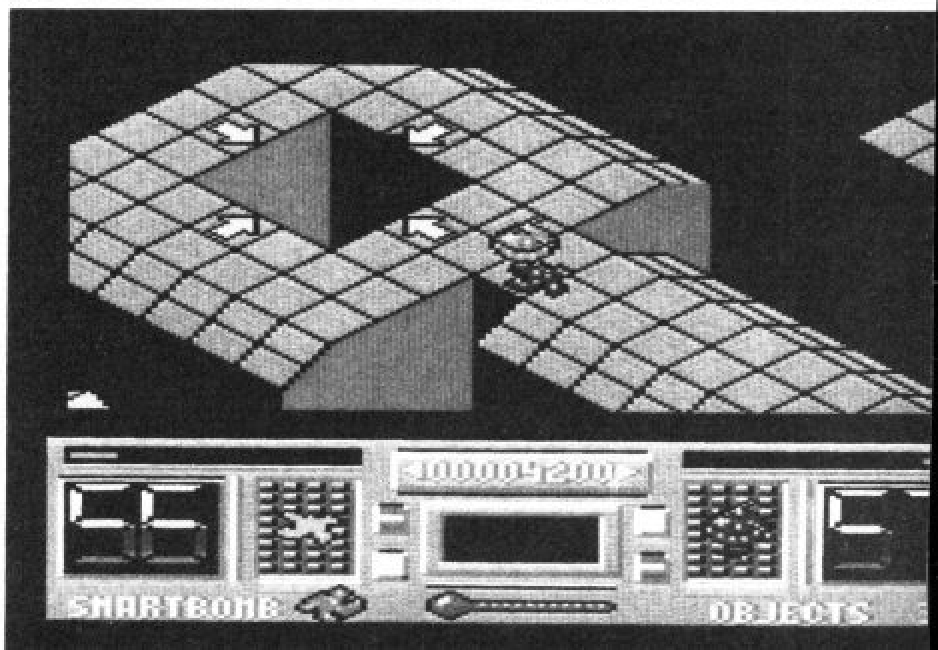
You have three ZMX battle droids at the start of the game, each with its own strength and capabilities. Select which one to use and which grid link you wish to play for and the droid is plunged into the battlescape.

In all there are 37 landscapes to explore. So you can go for the quick link win (hopefully) or travel the grid piling up the points.

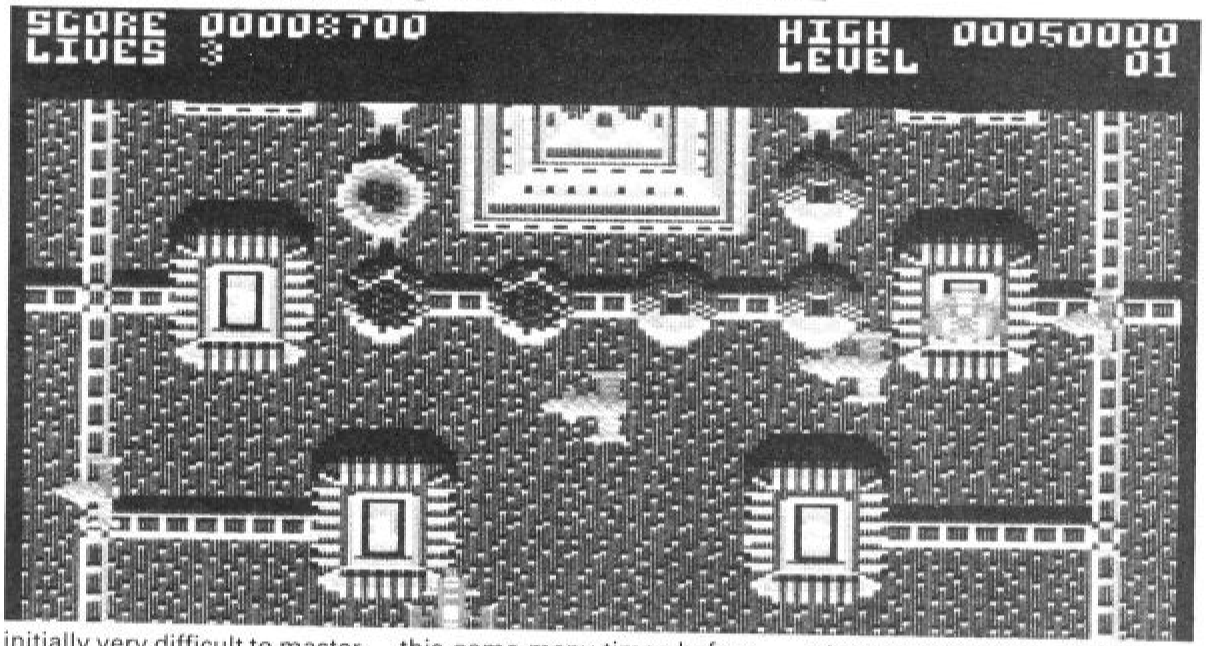
Lots of action in this very playable offering.

► GRAPHICS	8
► SOUND	8
► VALUE	8
► PLAYABILITY	9





Blazer



▶ **MACHINE: C64**
▶ **SUPPLIER: NEXUS**
▶ **PRICE: £9.95 (TAPE), £14.95 (DISC)**
▶ **REVIEWER: CHRIS**

Quite why Nexus released *Blazer* so closely after *Hades Nebula* is a bit of a mystery. The two games are pretty similar, although personally I prefer this excursion into the tried and tested shoot-'em-up format.

Like *Hades* you fly your space fighter up the screen blasting on coming aliens and shooting up ground installations. Like *Hades* you can collect extra bits of firepower from pods on the surface of asteroids and space stations.

Like *Hades* the game is initially very difficult to master. Things move FAST! Like *Hades* there's a neat high-score table with a gimmicky way of putting your name up in lights.

Other than that you've seen this game many times before.

It's nicely presented and packaged with good sound effects and pretty graphics – but it's still a standard shoot-'em-up without a big arcade name to give you a reason to rush out and get it.

▶ **GRAPHICS**	8
▶ **SOUND**	8
▶ **VALUE**	7
▶ **PLAYABILITY**	6

Draughts Genius

▶ **MACHINE: SPECTRUM**
▶ **SUPPLIER: HEWSON/RACK-IT**
▶ **PRICE: £2.99**
▶ **REVIEWER: TIM**

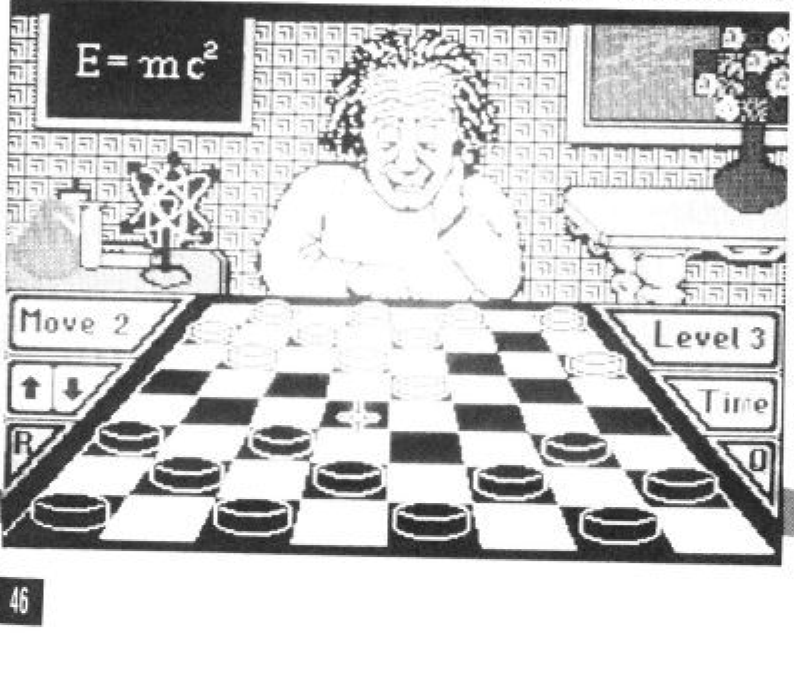
Hewson kicks off its new budget range with a whole bunch of strong titles for all formats. *Draughts Genius* is a nice Spectrum simulation of the well-known board game. It features nicely animated graphics and enough skill levels to keep even the most demanding checkerboard challenger happy.

You can play the computer or another human opponent – or get the computer to play itself if you feel like it!

Load in the game and you find yourself facing a very famous person – it's a pixilated Einstein, probably the most famous draughts player ever!

You make the moves by using a simple cursor – and the game tells you when you're making a wrong move using a speech bubble from the Prof's mouth. He also makes comments throughout the game.





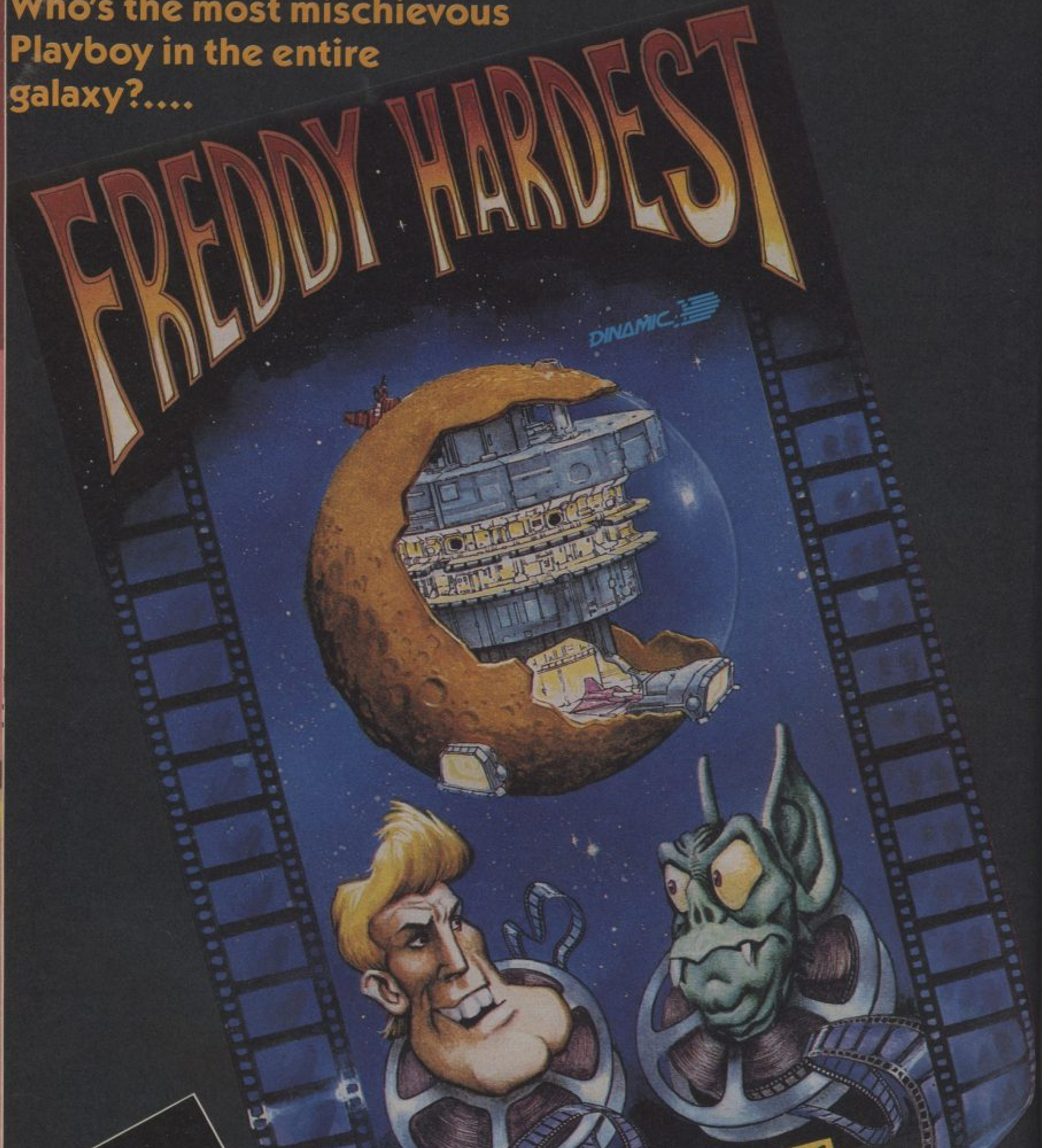
The rules of the game are as the real thing – and are simple enough to pick even if you've never played the game before.

The animated Einstein really adds an element of fun to the game and gives you someone to challenge if you're playing alone. You get a real buzz if you manage to beat him at a high skill level.

Great value, nicely presented and lots of fun to play. What more could you want from a budget game?

▶ **GRAPHICS**	8
▶ **SOUND**	n/a
▶ **VALUE**	8
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Badoom! Blip! Braakk! And lots of other noises beginning with B! All this is in aid of announcing C+VG's awesomely exclusive arcade competition. Yup, you could be the lucky winner of a extra special Namco **Bosconian** arcade machine, as used by the programmers of Mastertronic's newest coin-op conversion.

Imagine it. Your very own coin-up, happily humming to itself in your bedroom, just waiting for you to take the controls and save the world from zillions of trigger-happy aliens.

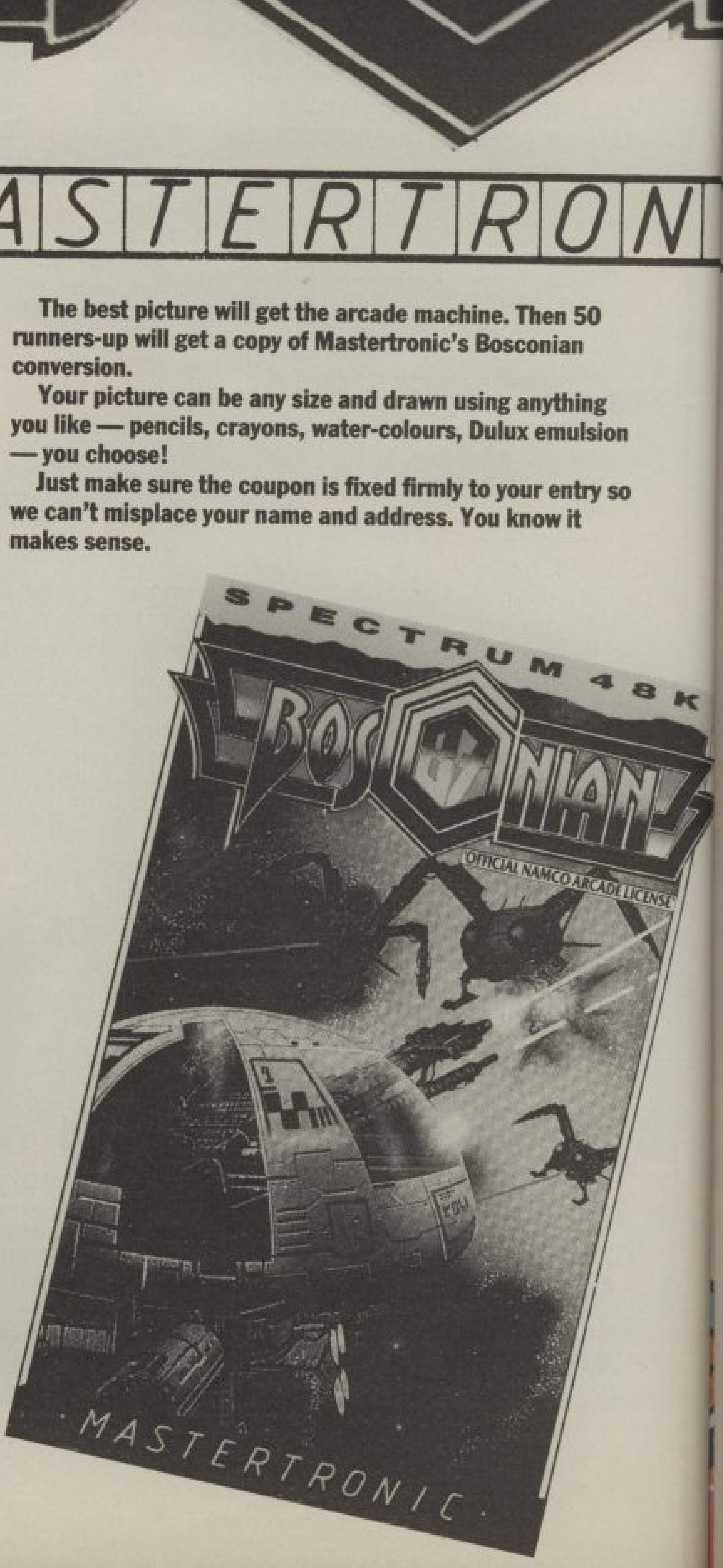
Bosconian just happens to be one of the Ed's favourite arcade machines so you're really lucky we've managed to persuade him to give it away. Still, he's been locked away in a darkened room until the winner has been chosen — giving you time to get your entries in!

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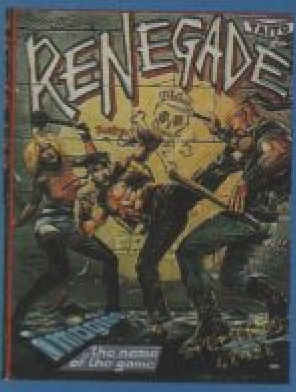
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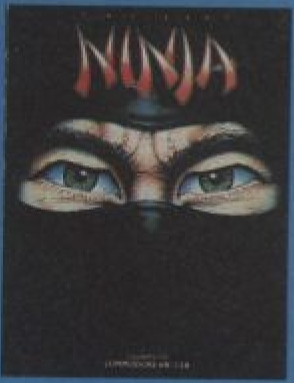
Be careful, space is full of debris and mines. The aliens have plenty of fighter craft, and they are faster then yours! Only a true hero can save the Earth!



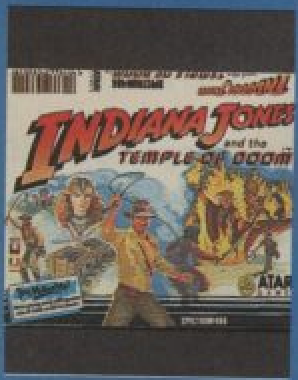
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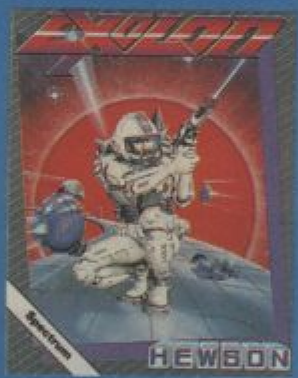
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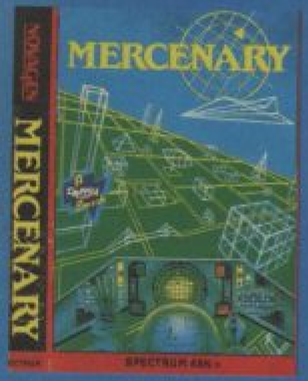


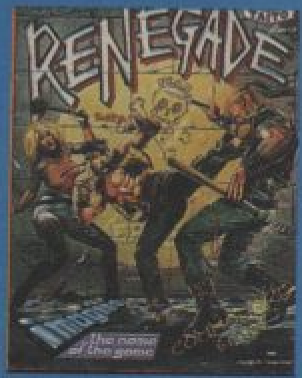


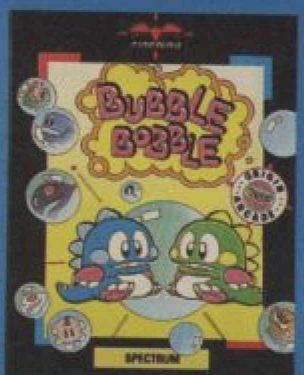
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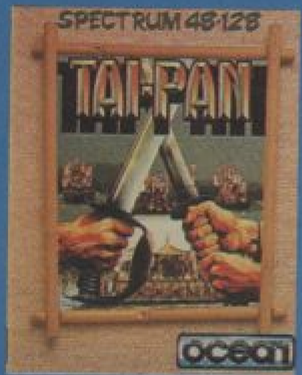












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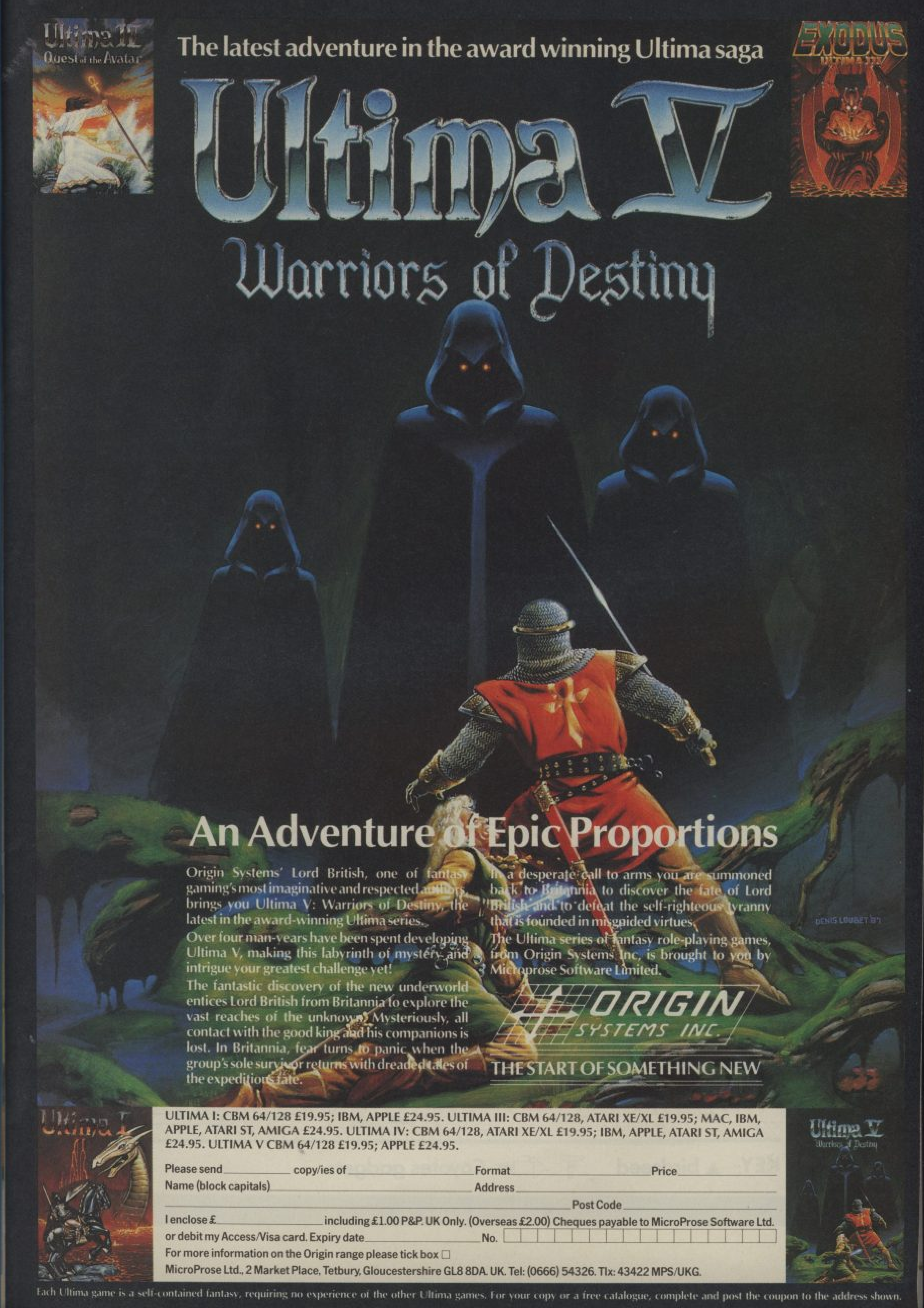
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IDEAS CENTRAL



Well, here I am again. Two weeks lying around the pool sipping Harvey Wallbangers comes to an end far too quickly for my liking. Something else that doesn't last too long is the old tan — with the rain and cold it didn't stand a chance. Never mind only another 50 weeks to go 'til next year's summer hols! By the way, what happened to the postcards from all those exotic places you all spent your hols in?

Back to business and thanks for all the hints and tips that arrived in my absence.

ROAD RUNNER

Here are some Road Runner tips from Trevor Fox.

Level 1 — when a van passes, quickly run in line with it and the Coyote, if he is a fair distance behind you, he'll get run over. On all levels if you run too fast and Coyote disappears off the screen, then you're in big trouble as he will reappear on a rocket skateboard. So, try to keep him on the screen at all times.

Level 2 — the rocket part is easy if you just remember that when he appears on screen on the rocket he always appears a level lower than you are, so don't move down a level if he is on screen. The pogo-stick part is easy, just keep moving.

Level 3 — the maze is hard but you'll soon learn the correct route. To get past the cannon balls put your joystick on auto-fire as it is hard to time the jumps right.

Level 4 — dodge the brown lumps (What are they??) as they slow you down. Run for your life when he gets the gyrocopter. Jumping the crevasses is easy.

The gyrocopter is the hardest part of the game, as Coyote nearly always gets you. If before you get to the gyrocopter stage you run so fast Coyote disappears off the screen, he reappears on the rocket skateboard and shoots right past the gyrocopter and doesn't use it. All the levels after this are just the first four repeated with mines, invisible paint, etc.

This is what I like — continuity — first you get the hints and then you get the first three levels mapped by Paul Monger of Middlesex. Neat, eh?

Paul gives you another hint — before loading the separate levels on the cassette version reset the tape counter. Then take down the number at which each level starts. So, when you take the short cut to a later level, just forward the tape to the start of that level and press play to load it.

What's this, yet another cheat for *Road Runner* on the Spectrum — is this the only



KEY; ▲ birdseed Coyotes gadgets

game getting played this month? Craig Poland of Lancs reckons that on the title screen you hold down the keys RTHB at the same time then a message will scroll along the bottom of the screen. Start the game and you have infinite lives. Give it a try and see if it works!!

SLAPFIGHT

Kenneth Henry appears yet again in I.C. and this month *Slapfight* gets the treatment.

First thing to do is to make the first three start stars speed. You the have to get every star until you get some homing missiles. You can only afford to miss one before the green grass and stone roads landscape disappears.

Now that the grey/red 'top hat' aliens have disappeared for a while, to be replaced by octagonal aliens of the same colour, you will be attacked from nearly all sides. Before the attack you should have obtained a wing extension to speed up the homing missles.

Once you've memorised the enemies which give out stars during this particular attack, it's best to stay near the bottom for the aliens that give stars along the bottom roads.

Once through this you will get to a dark backdrop with the same aliens on the attack. After getting rid of this welcoming party the first grey mothership will come into view, firing bombs. With the wings extension it should only take 20 shots to destroy it.

Next comes another metallic backdrop with plenty of gun emplacements. When you get past the first pair of bases, stay halfway up the screen on the right hand side until the alien that appears there is killed. Then you can resume your central position in the lower half of the screen. Now, with the stars you have collected you have a choice to make as you go into the next section. You can use the stars collected to obtain a limited shield from bullets and do your best to defend yourself with homing missiles, or, use the stars you have to get back normal bullets and have an overall better chance of righting, but with no shield.

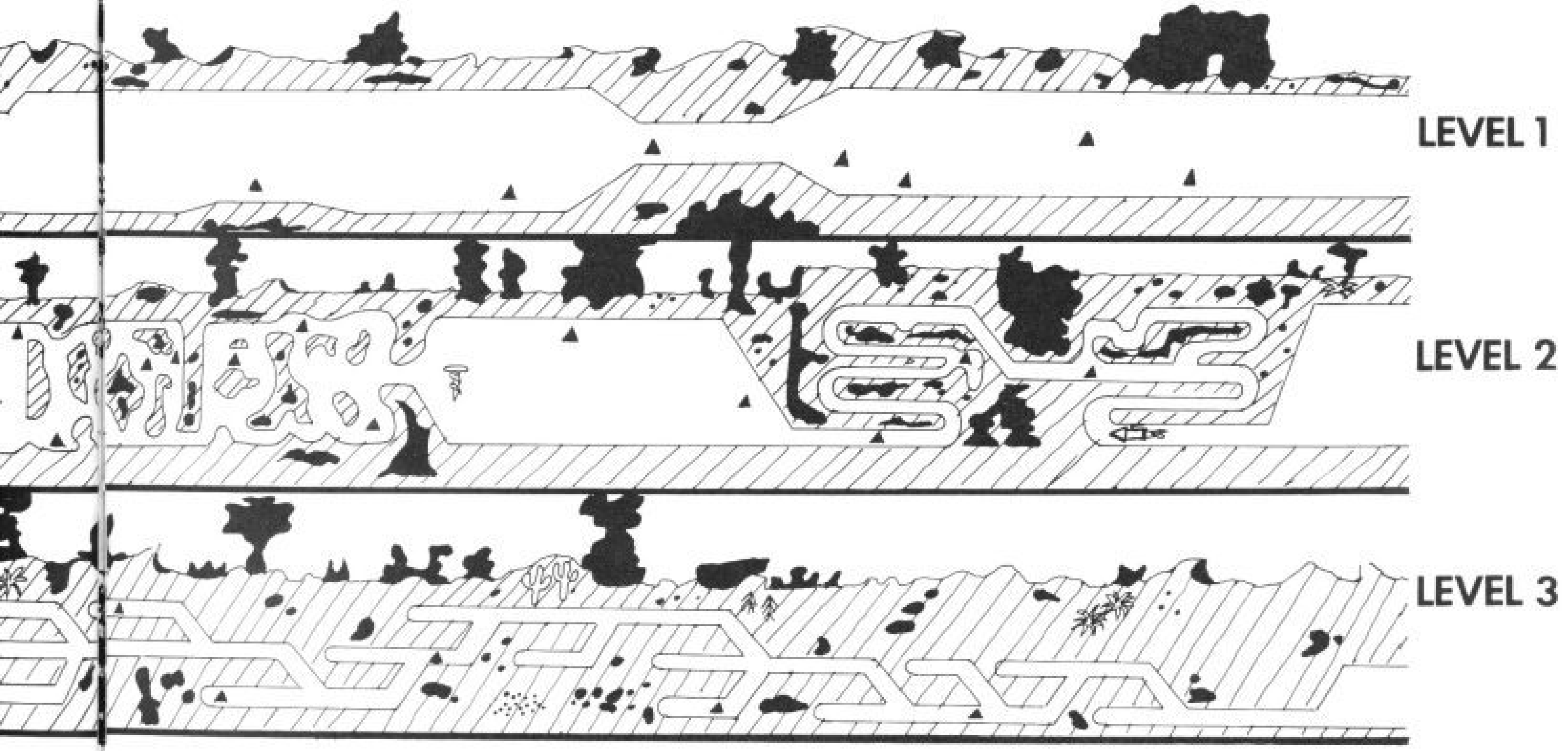
The next sheet consists of a network of tracks. These are connected by a grey square as they intersect. Grey aliens run up and along the tracks and when over a grey square they will shoot six bullets. The aliens can however be shot over red stretches in the blue network as well as while over the holes but otherwise are invulnerable. It's difficult to say which option is best, as you have a better chance to kill aliens with bullets, but with homing missiles you can stay alongside the aliens on the X-line and dodge the bombs without necessarily having to fight the ship from below, where you stand a good chance of getting shot.

Once you are out of the red/blue zone you will find a backdrop the same as the one before the tracks. Re-collect homing missiles if you choose the second choice and then start collecting stars for a shield again. By now you should be at a city-type landscape with a new type of enemy — blue/grey circles which need two shots to be killed. These aliens are prominent from now on — so watch out. But with the homing missiles they are no trouble. When you're through the city backdrop it's out into open ground.

Here' the second mother ship will attack in the same way as the first. That means the strategy is basically the same. The third mothership looks like a giant insect and makes three passes at you. It doesn't fire bullets, so moving down diagonally with it and holding down the fire button kills them every time. They leave a star when destroyed. The stars should go towards another shield. The next aliens cause some trouble — grey and yellow circular craft that shoot bullets in all directions. Keep out of their way and get the stars after they have been killed.

The next screen will definitely cause hassles. The background consists of a network of diagonal lines, and another type of blue/grey ship travels down the line, firing as they go. Keep in the lower right half of the screen firing all the time and also give yourself room to dodge. Once through this it's back to open ground, where there are rolling silver tanks that travel downscreen in alternate sets of three and two. The way to beat these is easy — just stay at the bottom of the screen directly between the left and centre tank for sets of two tanks, and for sets of two, just dart to centre. Take out the two grey bombers at the end of this and it's back to the railway again, with a stationary bomber at the end.

Once through the second railway landscape, the music will restart and you will be travelling into a new industrial looking landscape. Collect a second wing extension and from now on, just collect shields. The landscape itself is surrounded by a blue square around the emplacements. Most of the time the blue/grey circle aliens use these to travel along. There is a new hazard — emplacements — they fire bullets across the lower half of the screen in five directions. They take



approximately six shots to destroy. If you don't get above them within seconds, even with a shield, it'll be very hard to stay alive. If you think that you would do better with a different weapon, use bombs.

One tip is – once you get above them, stay slightly right of centre to anticipate other hazards. Once through this rather long section, you will travel into a totally new landscape, made up of dark grey pathways. Glowing aliens appear, but behave just like the old top hats. Get through this and you have another challenge. The screen will stop scrolling as the backdrop reflects a face with rather large teeth. Those glowing aliens will enter from the left and right hand corners of the screen firing.

You have to concentrate your fire on the red area above the face. As it is damaged, cracks will appear across the surface. When destroyed the screen will start scrolling again. The backdrop is now a pair of silvery-green railway tracks which the fourth mothership will travel down. It appears twice. Do not try to fight it like you did the others. This ship just fires bullets straight down; so stay in the middle and attack it from there with missiles. If you have bombs, attack it as it travels down the screen and then dart in and out of the bombs to get a good hit. If you are lucky you should kill it before it starts shooting.

Once through all that you will encounter a mass attack of those glowing aliens and stealth cannons. This attack goes on until the screen stops scrolling again. The object is exactly the same, except this time the screen is covered with hidden, indestructible bomb emplacements, and they are very accurate, so you'll have to do plenty of weaving and dodging to survive.

I think that should be enough to keep you going.

GAMES CONSOLE TIPS

Could this be another first for I.C? The only magazine to give you games console tips along with hints and tips for your computer.

The Nintendo game *Super Mario Bros* gets the treatment from Angus 'The Best' of Co Durham and Tim Sampson of Suffolk. First up is Angus.

On world 1-2 you can warp to either world 2, 3, or 4. On world 4-2 try head-butting some of the bricks and you will find a beanstalk. Climb up to warp to world 6, 7 or 8. There are also beanstalks on the following worlds, 2-1, 3-1, 4-1, 6-1. At the end of the world 8-4 you meet the princess.

Tim read our plea for help on how to finish the game and here is the final solution. On world eight ignore the first and second pipes you come to, jump the firey-looking water and go down the third pipe. Now by-pass the next three pipes, jump the water and before the two turtles can get you, jump up for the hidden brick just before the raised pipe. Then jump on top of this to get on the pipe and go down. Ignore the next two pipes jump the water and go down. Ignore the next two pipes. Jump the water and go down the third. You should now be swimming. Once on dry land keep walking until you get to the single hammer-thrower and run underneath it when it jumps up and jump across the gap. Now stand as close to the dragon as possible and use the same method to run underneath it. Pick up the flashing object on the right and dragon will fall to its doom and you've completed the game.

At the end of the game the princess says "thank you Mario, your quest is over. We present you with a new quest. Push button B to select a world".

Do you know how to gain access to the hidden game in the Sega Master System? No! Well, neither do I! But someone who does is David McConnell of Blackpool. All you have to do is switch the console on with no game in it and you will see some instructions with enjoy at the end. On the control pad press up and press the two fire buttons. Keep them all pressed down and the hidden games comes on.

DEFENDER OF THE CROWN – C64

First of all allow 2-4 hours game time. Start off by placing one man in your army, then take all free adjacent land, highest value first. Now move your army back to your castle and place all the men into your garrison. That's all the conquests for a while. Don't worry if you lose your land, you do not need it.

Now start raiding. Figure which castles have the most income and raid these first. Then settle down and raid the south three castles three times more than the north. This gives you lots of gold to buy your army and keeps them low on gold and men. Keep raiding until you have 50-60 knights and twice as many soldiers.

Keep your guard up and force the first man to the right hand side of the screen, now move your joystick to 11 o'clock and stab him three times as you move backwards. Repeat this process until he is dead. Once inside the castle force the man up two or three stairs and move back stabbing him three times or so and repeat the process until his energy bar runs out, then walk to the top of the stairs where he will fall dead and you can enter the room and steal the gold.

Keep spending the gold to build up your garrison, or they will raid you and you will lose half your gold. Buy two soldiers for one knight, so if you start off with forty men buy twenty knights first. Knights are a very powerful force and are the key to the game. Don't worry about your castle getting attacked, by this time there should be plenty of men to defend it.

Once your garrison reaches 50-60 Knights and twice as many soldiers you are ready to claim England for yourself. Buy a catapult and move it and all your men except twenty knights and forty soldiers into your army. Now take all the land around your castle, making a buffer zone to protect it. Move on the enemy main castle (there may only be one or two left at this time). Once it is yours all his land and income is yours, or if there only was one the game is over. When in battle use Stand and Fight or Ferocious Attack, Bombard is very effective if you have ten or so catapults.

Jousting: Move the joystick to 9 o'clock and keep the lance centre at top of his shield, once in full range pull back on stick and press fire.

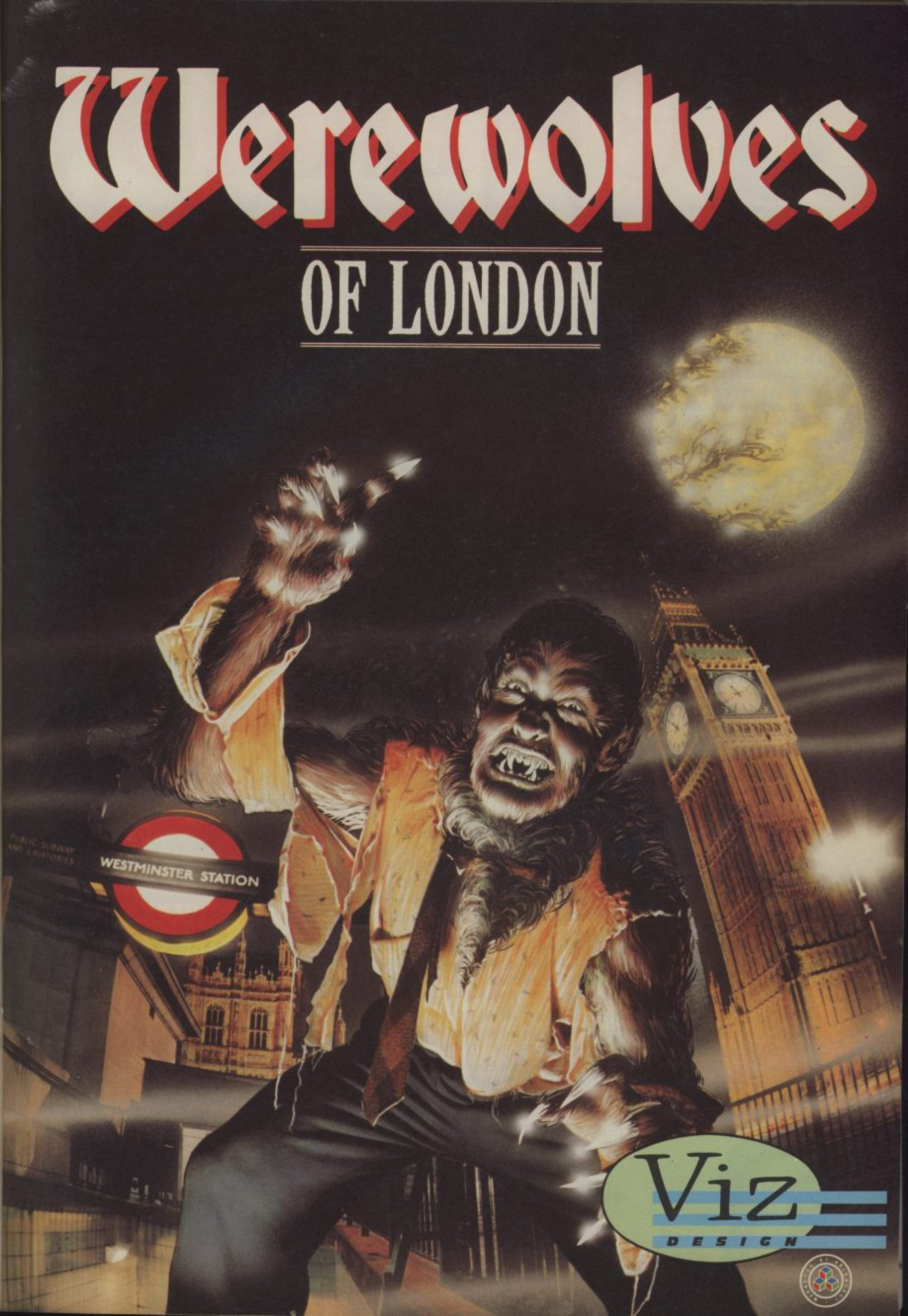
ENDURO RACER CHEAT

To cheat just press CAPS shift and Q. You will now race around the course at a tremendous speed. You may crash once or twice, if you do just press Caps Shift + again.

This cheat mode only works on stages 1, 2 and 3. But on Stage 4 your time is so high that it is almost impossible not to complete. Then on stage 5 go to the righthand side of the screen and stay there.

If you stay tight into the side and go as fast as possible you will not crash.




Werewolves
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DESIGN

ENLIGHT

Firebird's *Enlightenment — Druid II* — was C+VG's Game of the Month last issue. Here we present our exclusive player's guide to this spellbinding game of good versus evil.

It is 103 years ago since the evil Acamantor and his demon princes were banished from the land of Belorn by Hasrinaxx the Druid. That famous battle was chronicled in Firebird's *Druid*. Now Acamantor's evil shadow has fallen upon the land again. Will Hasrinaxx save the day again in Firebird's *Druid II*, otherwise known as *Enlightenment*.

C+VG lured Firebird's Tony Beckwith into the tortue chamber — sorry, interview room — and extracted the following hints and tips for those brave enough to undertake the battle to rid Belorn of Acamantor, the demon princes, and his legion of undead, monsters and evil creatures.

There are 15 landscapes to be discovered and explored on the path to Enlightenment. There is not really a correct sequence to explore them but with three essential items to collect to enable the game to be completed, you will probably have to visit them all. The Druid has cast a spell on our lips to prevent us naming these objects. However, the following information should provide some advance help with these landscapes.

THE VILLAGE

Search this level for food and keys. Zombies and skeletons are the main foes. Golem is useful on this level. He can also be found elsewhere.

THE SWAMP

This is the only place in which you can find the Kraken.

THE DESERT

All the creatures here are fast — witness the spiders — and the ones which look as though they have potatoes for heads! Watch out for the demon princes.

LAND OF FIRE

Zombies, fire demons and the demon princes are guarding something important here. If you're in combat with the demon prince, you can tell when he is near to death because he changes from white to red.

LAND OF ROCK

Here you must find the spell to create light, for use in the Landscape under darkness.

LAND OF DARKNESS

Everything is in darkness. The only way to see is by casting the light spell, which throws a small circle of light around the Druid. Casting the Deathlight and Deathland spells will, besides killing evil creatures, allow you to see the screen for about ten seconds.

Hopefully, in that amount of time, you should be able to glimpse the way out. This screen also contains something of interest.

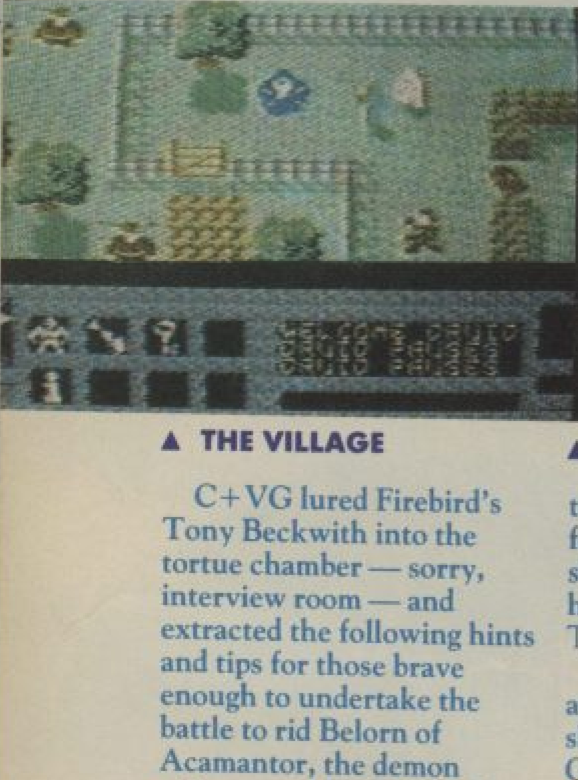
THE WEIRD WOOD

This is the only place to find the Air Wisp. It is exceptionally fast — it can move at twice the speed of the Druid. Lots of food to eat here.

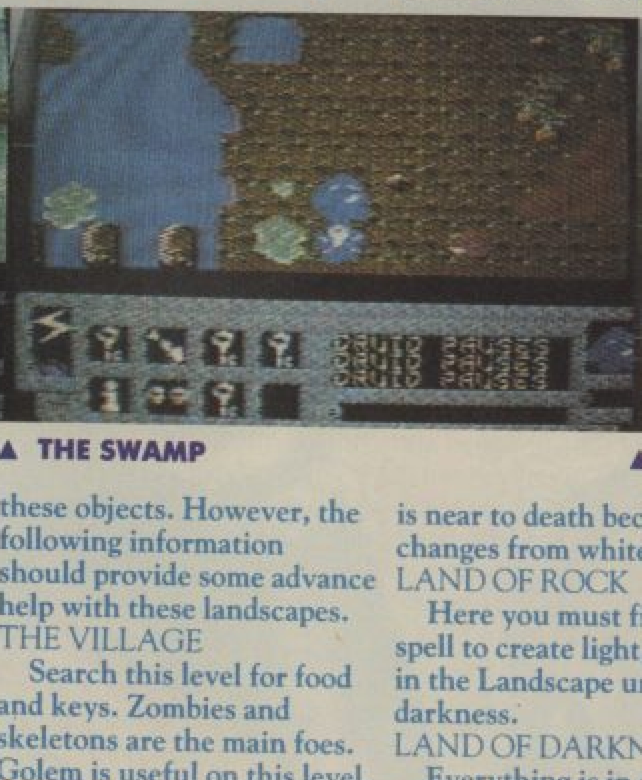
THE WATER LEVEL

Beware the slimey things. We're now getting close to Acamantor's castle. You should find the pierhead of interest. If you can summon the Grim Reaper you will find him of use.

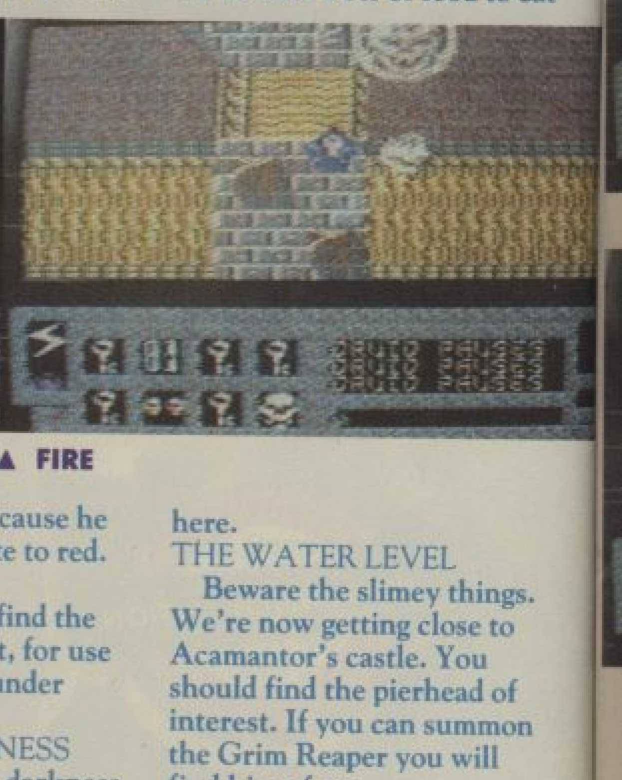
THE FUNGUS LEVEL



▲ THE VILLAGE



▲ THE SWAMP



▲ FIRE

As the Druid progresses through the 15 mystical levels of Enlightenment he will encounter various spells to help him on his quest.

Conjure Earth Element: This will summon a clay Golem who will act as the Druid's servant throughout its duration.

Conjure Air Elemental: This is the helpful Air Wisp. It's fast but weak.

Conjure Fire Elemental: A fiery Pheonix which is hot stuff unless it gets caught in damp conditions.

Conjure Water Elemental: A water Kraken Servant for the Druid.

Wall of Fire: Lethal for fire-fearing foes, Lasts until the Druids leaves the landscape.

Wall of Water: Acts in the same way as the Wall of Fire except it obstructs hot foes.

Death Touch: Only a few powerful creatures can survive the Druid's touch when he casts this spell.

Deathlight: Provides a circle of destruction around the Druid.

Deathland: Same as above but last longer.

Finger of Lightning: Increases the power of the bolts of lightning shot from the Druid's fingertips by ten times.

Recharge: Replenishes the Druid's electrical bolts.

Slow: Makes creatures near Druid slow.

Fireshield: When the heat

players guide

TENMENT – Druid II

The red mushrooms will poison the Druid. Wine and the Antidote spell will help. So will the Resurrection spell.

THE SNOW LEVEL

Lots of nasties here — blinking eyes, water slime creatures, a demon prince and ice statues which can come to life. On the plus side, there are coins hidden here.

CASTLE DUNGEON

Having the Resurrection spell with be handy. Find the keys and keep clear of the guards. A demon prince guards the way into the main part of the castle.

THE CASTLE

At some stage you may find the Druid's path blocked by a statue. The way round this is to kill the demon prince. The statue will then come to life and can then be killed.

TOP OF THE CASTLE

Almost there. There's an important spell to find here which is vital for the next level. The exit leads to the Inter-Warp.

INTER-WARP

If you found the correct spell you will able to use it here to get to the final level.

NIGHTMARE LEVEL

At last the final encounter with Acamantor. But first you must deal with evil eyes, killing skulls and the wandering hands!



▲ WATER



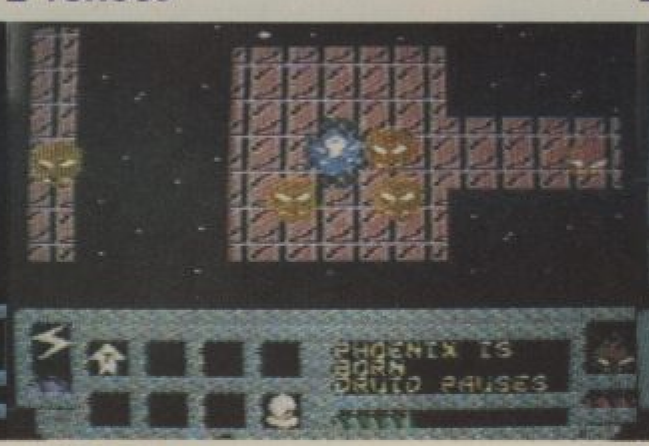
▲ FUNGUS



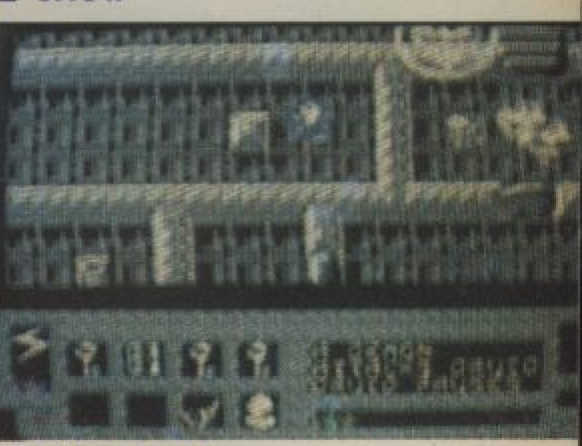
▲ SNOW



▲ CASTLE DUMP



▲ INTERWARP



▲ NIGHTMARE

is on, this spell will make sure the Druid keeps cool.

Invisibility: Hides the Druid from all creatures with normal sight.

Armour: Turns Druid's robes to steel for a time.

Turn Away: Makes creatures close to the Druid run away.

Teleport: You must cast this spell within the correct magical symbol.

Resurrection: Handy to have if the Druid dies when close to success.

Doorblast. This causes a mighty explosion and opens all doors within its radius of power.

The Seeing Eye: See what fate lies ahead.

Sage: Provides a clue to the quest.

Strengthen: Helps boosts the strength of your elementals.

Banquet: The Druid feels better on a full stomach.

Wine: Good for slaking the thirst — and for driving poison from the system.

Create Light: All will be revealed when things get dark.

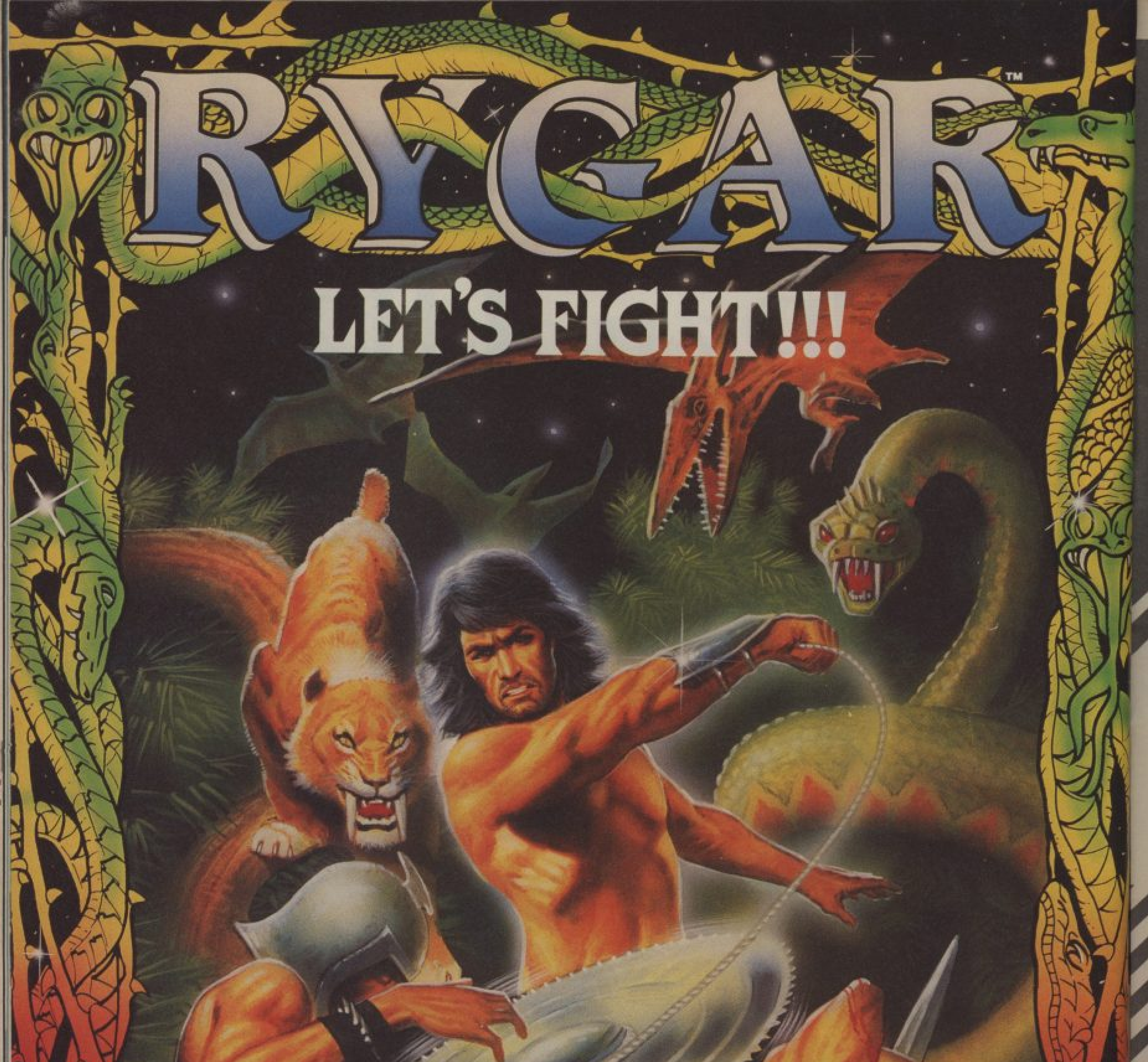
Crucifix: The undead and unholy shrink before it.

Antidote: Cures the Druid if poisoned.

Horn of Baeon: Its effect is unknown.

Coin of Charon: Cast and a coin appears.

White Orb: Cast at the right time and the Druid will have achieved Enlightenment.



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Flunky Competition



Have you ever walked down the street and spotted someone who looks just like a famous person? For a moment you're confused. Is it? It can't be. It certainly looks like him, doesn't it?

But then you realise it's most unlikely to see Prince Charles buying fish and chips on the Blackpool seafront or the Queen taking her washing into a Ponder's End laundry.

And talking of the Royal family — okay, we admit the link is contrived — brings us neatly to *Flunky's* Piranha's right royal cartoon caper set in Buckingham Palace.

Thanks to Piranha's generosity, we've got copies of the game — on Commodore, Spectrum and Amstrad — to give way. PLUS ten copies of the outrageous Spitting Image videos for the winners.

That means the first ten winners will get the game plus a video — one of the following titles: *A Floppy Mass of Blubber, Spit With Polish* or *Rubber Thingies.*

So get ready to strut your Flunky stuff with the following Piranha Questions.

1 Who is the programmer behind Flunky and that other Piranha game Trapdoor? Is it:
A) Don Priestley
B) John Neatley
C) Fred Williams

Answer ____________________

2 Yogi Bear, another Piranha release, has a little fat friend. Is it:
A) Wobbler Williams
B) Boo Boo
C) Ranger Smith

Answer ____________________

3 What is a Piranha? Is it:
A) A fish
B) A type of car
C) A snake

Answer ____________________

Send your answers, together with the printed coupon, to Flunky Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is November 16th and the editor's lookalike will have the final decision.

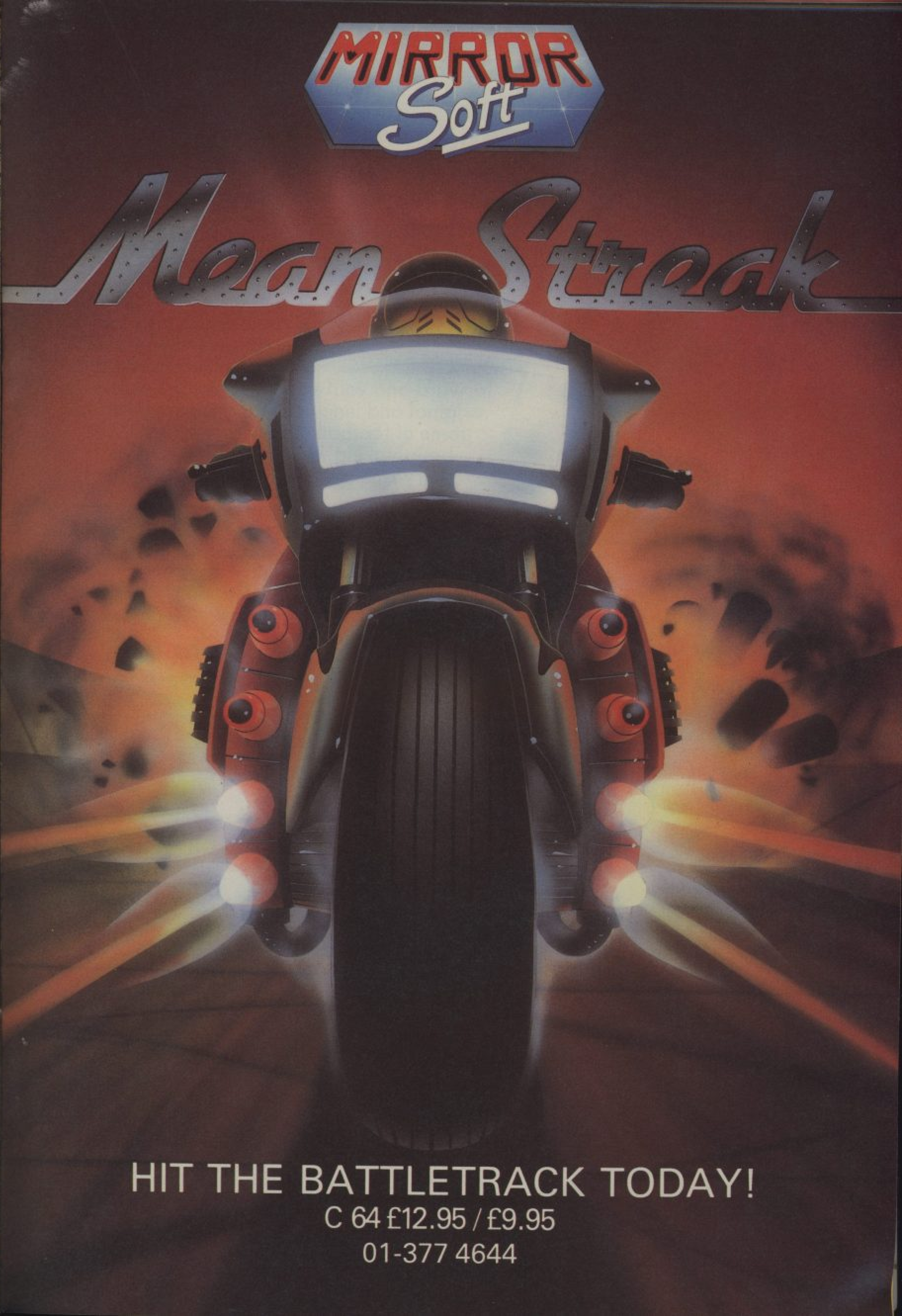
FLUNKY COMPETITION

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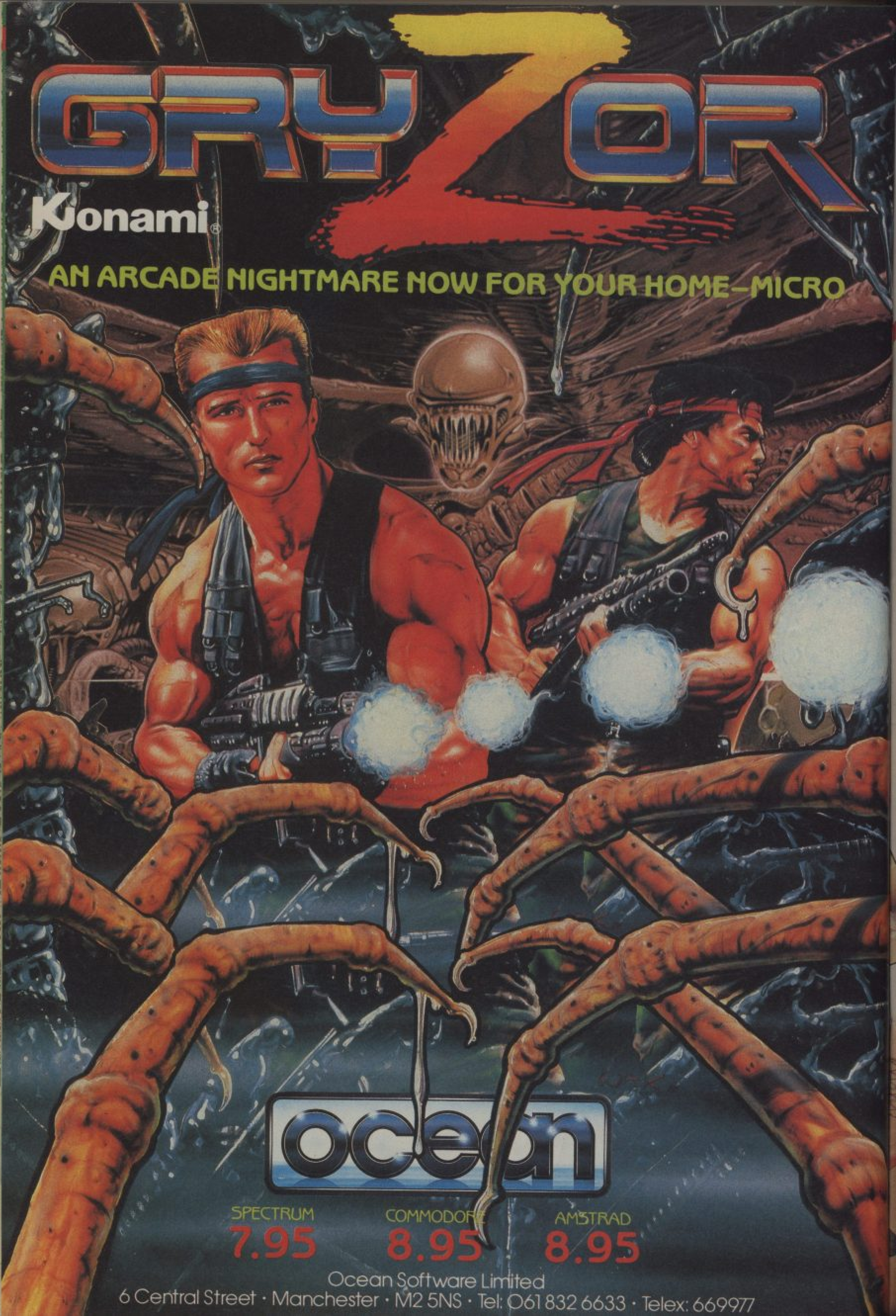
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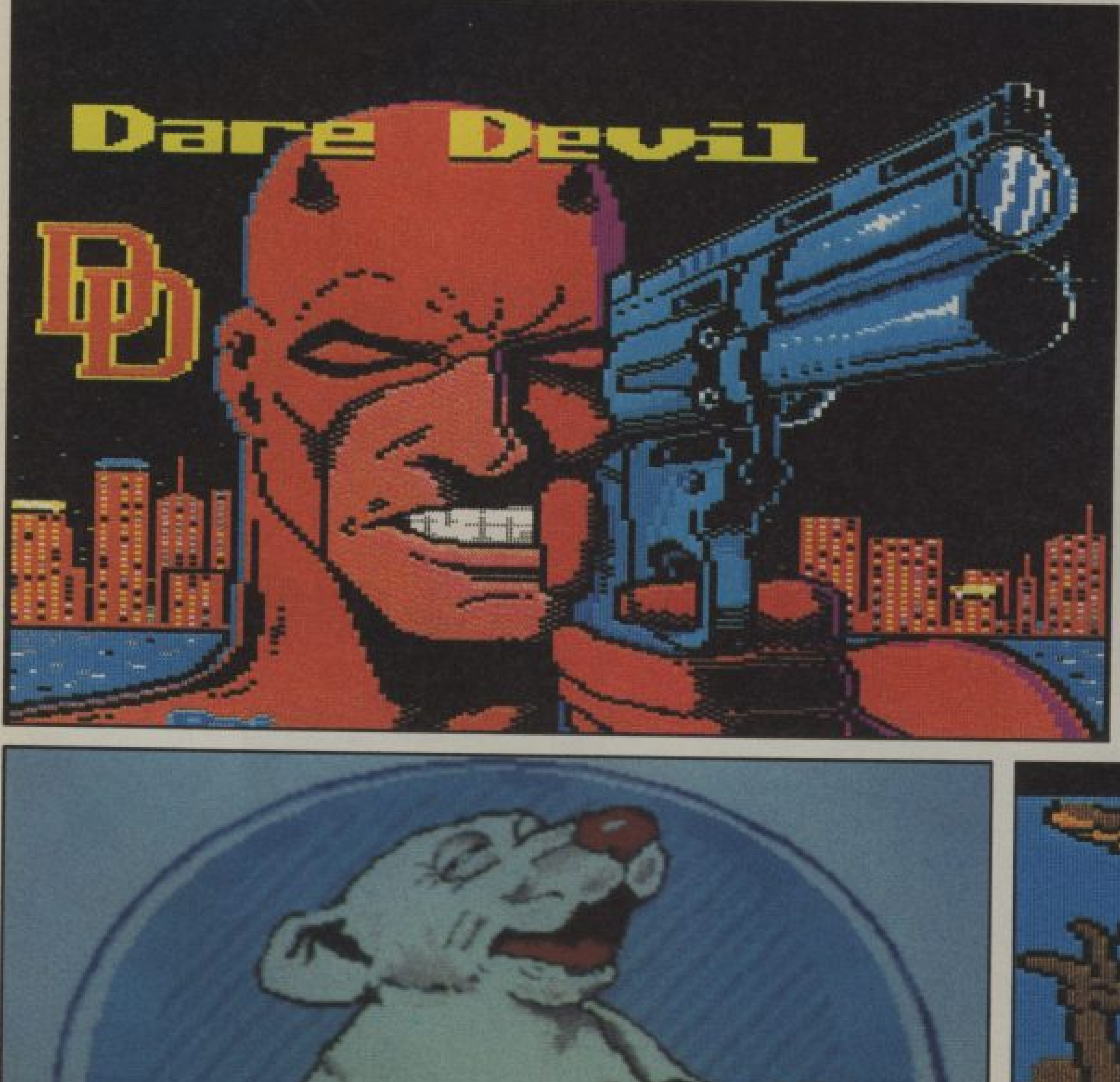
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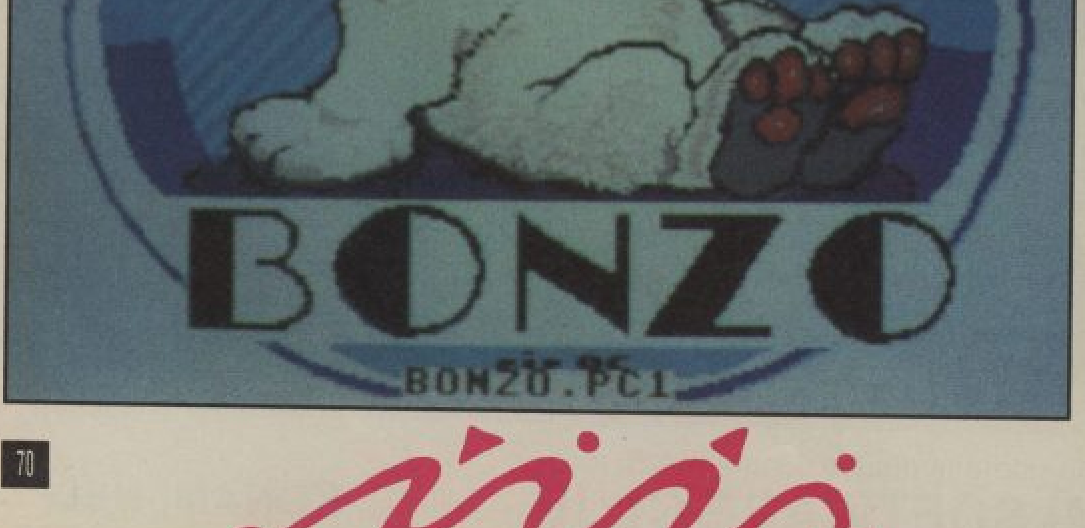
Frame Up!

Welcome to the heart of computer art. C+VG's intergalactic gallery of tomorrow proudly presents the awesome artists of today. And this issue we're joined by **Rainbird Software** who were so impressed by the quality of the work they've seen on these pages over the past few issues that they want to reward you for your efforts. So the best pictures on each of the formats we show here will be getting their very own copy of Rainbird's extremely special **Advanced Art Studio Utility**.

So on with the show. The ST prize this ish goes to **Hideya** from South London for his collection of Atari Art — he subtitled this from "From beyond the grave terror strikes", but it reminded us of Paul after a night out. Hideya used Neochrome to put his pics together. More ST art from **Radical Systems' Bob Chewter**, again from South London. His pics are the cute Bonzo and the really radical Nemesis and superhero strip. **Kev Porter** of Burton on Trent wins the C64 Art Studio package for his Commodore collection which included this neat study of 2000AD cult heroes **D. R. & Quinch**. He used Artist 64 and a Neos mouse. More comic book heroics of **Dare Devil** on the 64. **Julian Smith** from Sheffield sent us this action packed Road Runner portrait, while **Stuart Collins** from Folkstone adds this moody illustration titled the **Interrogation Zone** — both on the 64. **Lee Armstrong** from Leicester (Not Leeds, OK Lee?!) chips in which the exploding C+VG. Finally, **Robert Smith** from Bridgewater, winner of the Speccy prize, brings you the latest pic of living legend Lieut Laww.

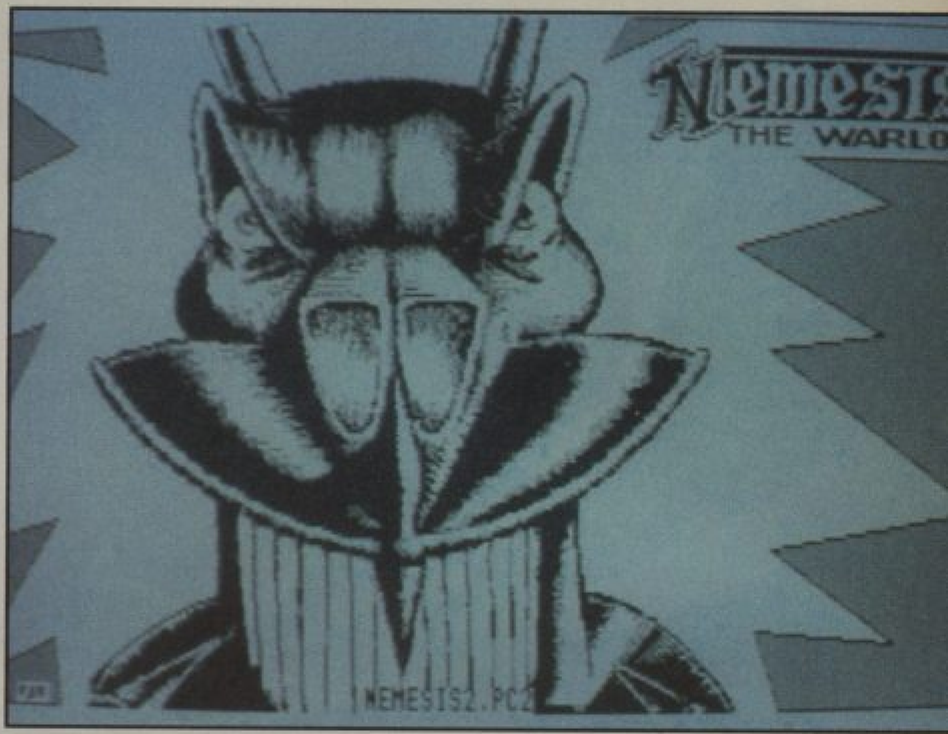




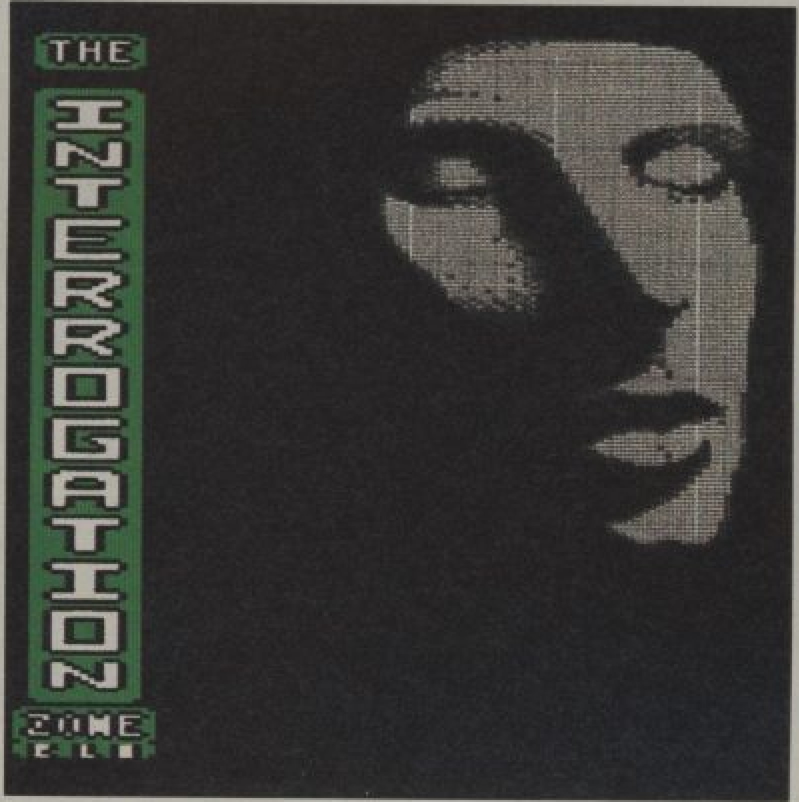





恐怖

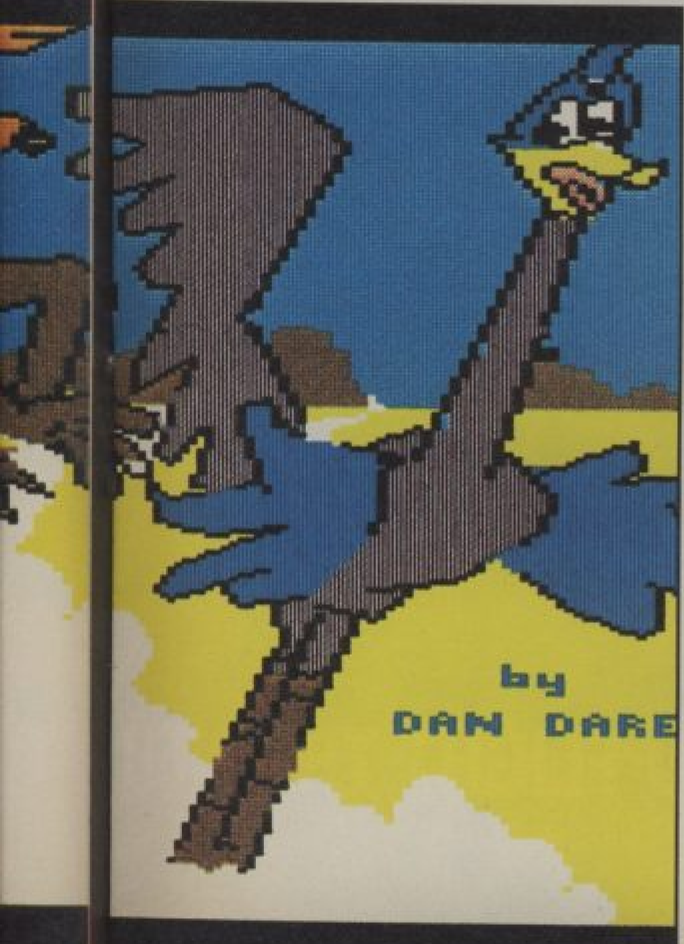

NEMESIS2.PC2




THE
INTERROGATION
ZONE


REAL MEN
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STEEL.PC1


by
DAN DARE

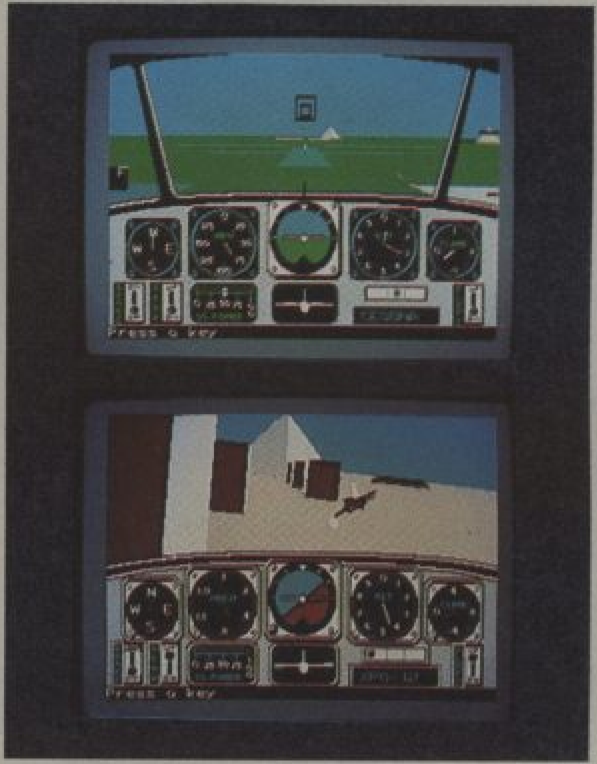

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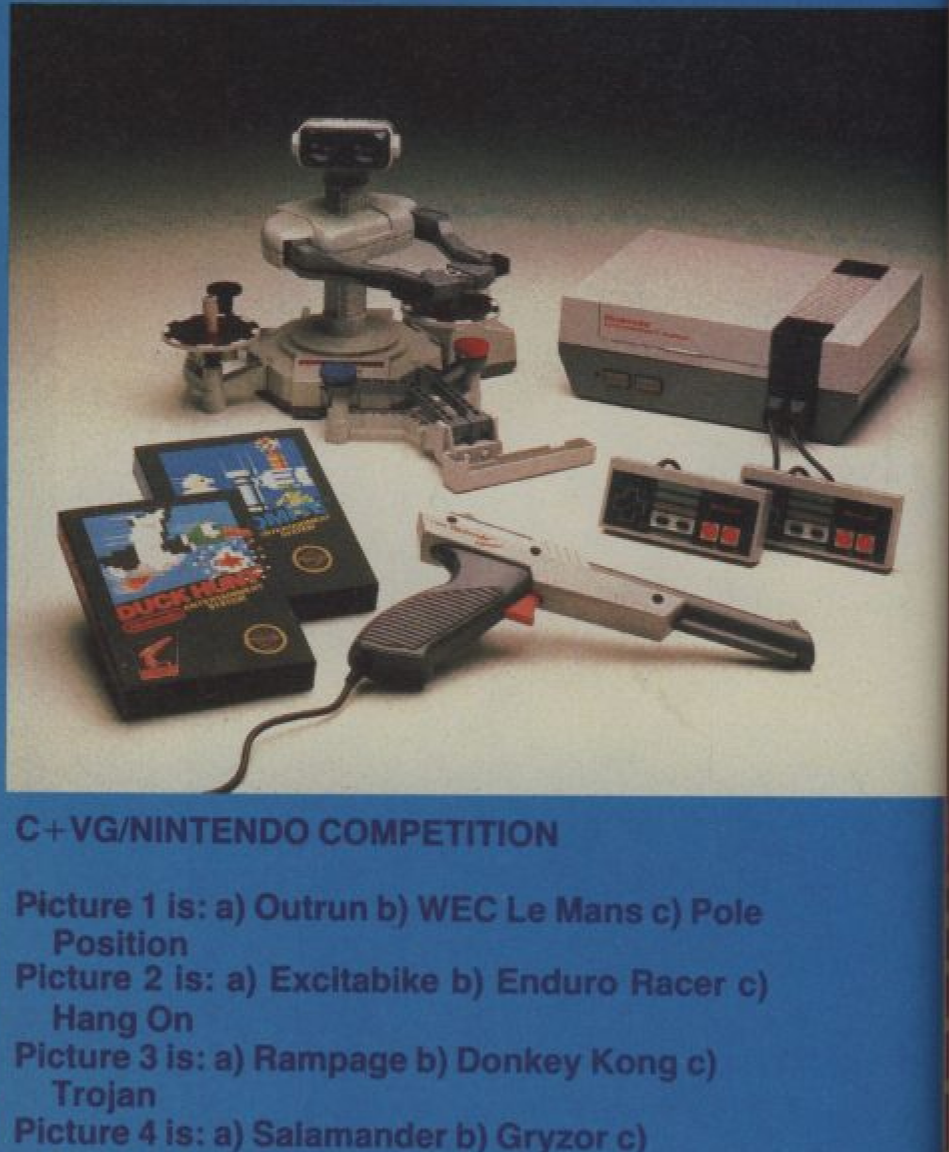
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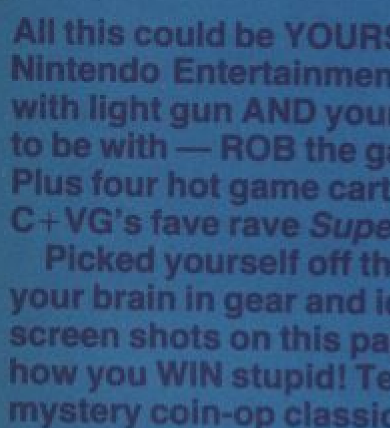
NINTENDO COMPETITION

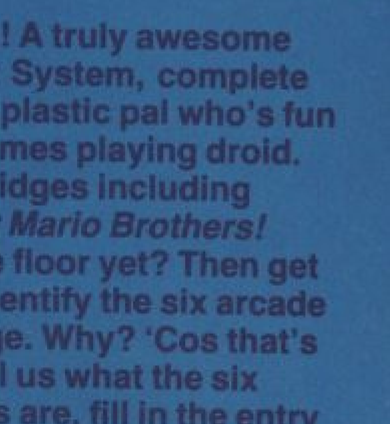
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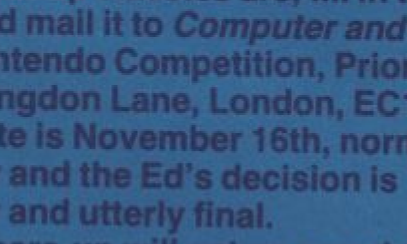
Picked yourself off the floor yet? Then get your brain in gear and identify the six arcade screen shots on this page. Why? 'Cos that's how you WIN stupid! Tell us what the six mystery coin-op classics are, fill in the entry coupon and mail it to *Computer and Video Games,* Nintendo Competition, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Closing date is November 16th, normal C+VG rules apply and the Ed's decision is completely and utterly final.

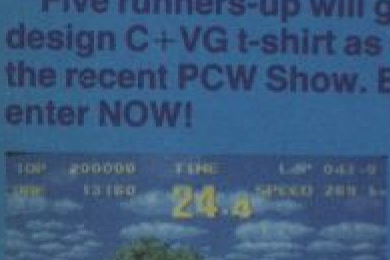
Five runners-up will get an amazing NEW design C+VG t-shirt as worn by the team at the recent PCW Show. Be smart, look cool, enter NOW!




1


2


3


4


5

C+VG/NINTENDO COMPETITION

Picture 1 is: a) Outrun b) WEC Le Mans c) Pole Position
Picture 2 is: a) Excitabike b) Enduro Racer c) Hang On
Picture 3 is: a) Rampage b) Donkey Kong c) Trojan
Picture 4 is: a) Salamander b) Gryzor c) Nemesis
Picture 5 is: a) Road Runner c) Super Sprint c) 720°

C+VG/NINTENDO COMPETITION

Name ______________________________

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I think the arcade games are:

1__________ **2**__________ **3**__________

4__________ **5**__________

MORE FUN THAN HAVING A GOOD TIME!

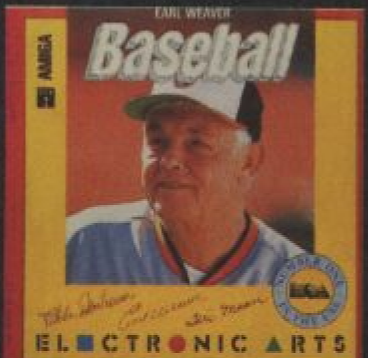
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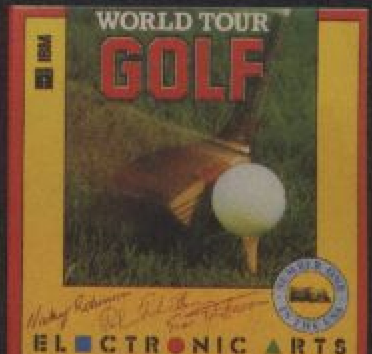
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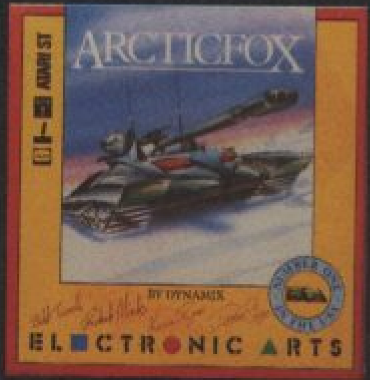
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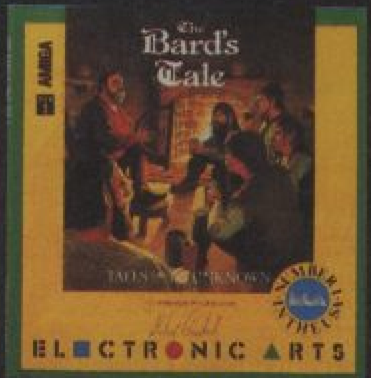
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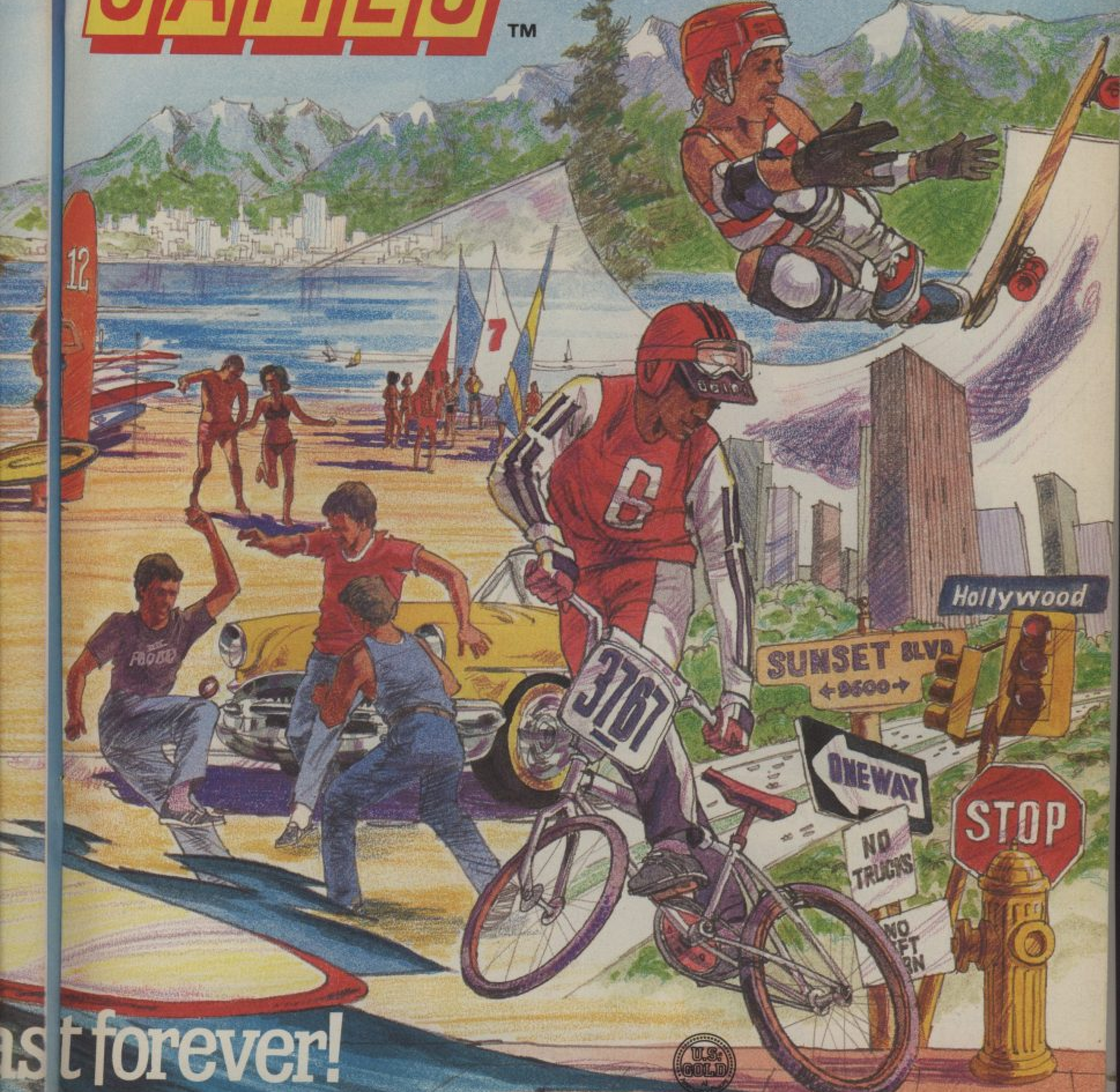
– ZZAP 64.

"California Games has to be the best release this year so far.

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Rock On

It's the heavy heavy monster sound of C+VG's musical magician Wayne Bootleg bringing you the low down on the sounds that abound in his wild and wonderful world. Check out the world's most evil rock band and shake off those suicidal tendencies. All on the next couple of pages.

Let's start this month's column off with a reply to all the people who have had letters printed in the Mailbag over the last couple of months.

C+VG is a progressive magazine and it is clearly shown from the mail that we recieve that 99% of the people out there who write in do other things with their spare time apart from playing with computers. One of the most popular is listening to music. Therefore we decided to include a music page.

At most computer shows a large amount of people either wear badges or patches showing the bands that they like or listen to and these are usually related to various types of metal bands. We therefore started off reviewing Metal based music. There is a hard core support out there for metal, but we realise it is not everybody's cup of tea. So being a flexible magazine, we are trying to cover all aspects of music. For example, last issue featured Metal, rock and indie bands. This month pop, rock and middle of the road have been covered as well as metal. However to find out what you really want from this page we need YOU to drop a line to Rock On and tell us what YOU want to see covered in the column. The most original letters will win a couple of albums that we haven't had the space to review.

Right, now I've got off my soap box, I can deal with the Competition winners. The answer to the last competition was that Joey Belladona is the lead singer of Anthrax. The lucky winners pulled from the mailing were: Mr A Gail (best Postcard winner), Gt Yarmouth; Rakesh Patel, Stockport; Pamlea Hannan, Dublin; Phil Parkinson, Oldham and P Bibber of London. Their albums will be with them shortly.

Anyway onto this month's competition. Yes, once again I have a copy of each album to give away to anyone who let me know the name of the singer that left Van Halen to follow his own solo career and had a hit single with *Californian Girls.* If that is too hard for some of you, don't fret because I will give away an album to the person who sends me the worst postcard that they can find!!!

- **SUICIDAL TENDENCIES**
- **JOIN THE ARMY**
- **VIRGIN V2424**

When I first saw a picture of the Tendency, they were dressed in baseball caps, bandanas, checked shirts, jeans and sneakers. I thought to myself "Oh no the first of the Beastie Boy clones!" Listening to the album however made me drastically alter my opinion. These boys play like they live their lives; radical and fast!

Since they were formed in L.A., in 1982, *The Tendency* have always been steeped in controvery. They were once considered the most violent band in L.A. and their attitued towards life and death outraged many.

Join The Army is *The Tendency's* first U.K. release and what an album to start their U.K. career off with! The opening number on the album, *'Suicidal Maniac',* lets you know what you are in for all the way through the album. Mike Muir's vocals cuts through Rocky George's wailing lead guitar like a jackhammer through concrete. The pace accelerates until they reach 'A little Each Day', which surprisingly by their standards is a slow, soft ballard-ish number. However, by the time the 'War Inside My Head' is reached they are back at full pelt.

Side two hurtles along nicely with *Possessed to Skate* and *Born to be Cyco* being the most outstanding tracks. The latter of the two tracks has classic lyrics that go "Cyco Cyco Cyco Cyco"!!! Finally the album closes with *Looking in Your Eyes* and I can really believe that Rocky's fingers must have been worn down to the knuckles when he finished this track.

All in all twelve tracks of mayhem, held together by stixsman Ralph Herrera's Cohesive drumming and bassist Louiche Mayorga's tenacious solid rythmn.

Highly recommended.



- **SLADE**
- **YOU BOYZ MAKE BIG NOISE**
- **RCA PL71260**

"Twenty one years and still making more noize than anyone else."

This is the quotation from the back of *Slade's* new album and if they believe it then they must be going senile!!

Compared to some of the albums I've reviewed in the past, this album is about as loud as a pin dropping at a Motorhead concert.

To give them credit *Slade* have tried to dig themselves out from their rut, but listening to the album you would think that they have only done so half heartedly. The first track *Love Is a Rock,* had me sitting up and paying attention. It is a loud, booming number with an unusually different from *Slade's* normal style. However, from here-on-in things slide down hill rapidly.

Tracks like *Fools go Crazy* and *She's Heavy* slip quickly into the *Slade* traditional mould and when you listen to the other side they are firmly back in the niche. Tracks like *Ooh La La In L.A.* and *Me And The Boys* do nothing to grab your attention.

The album also suffers from over production. *Slade* use three different producers, including their own Jim Lea, to give the album some variation. However, the only thing that they all get right is Don Powell's deep, wall shaking drum sound. For my tastes Dave Hill's guitar and Noddy Holder's vocals just aren't loud enough to do the album justice.

I remember *Slade* when they

continued on page 132

first started off, many years ago, and they were raw, brash, original and exciting. Then over the years they faded away because they become consumerised, commercial rock. They are now trying to change back, but are finding it difficult because of their lack of youth. Now let me think, where did I put the *Slade Live* album?

● BATHORY
● THE RETURN
● UNDER ONE FLAG

In the May edition of C+VG I reviewed a band called *Stryper,* who were a heavey metal christian band that constantly stuffed their religion down your throat.

Well *Stryper* have now met their match in Bathory because what Stryper does for Jesus, Bathory does for the Devil. You see Bathory are Scandinavian satanists from Sweden who are thought by many to be the world's premier Death Metal band.

The "band" on this album (if you can it that) consists of one man, named Quorthon, who plays all the instruments on the album because he couldn't find anyone who could play fast enough and who looked crazy enough to fit in with his weird ideas.

The music itself if prime thrash metal and Quorthon shows that he is the master of the many instruments he plays. Tortured screaming guitar solos, possessed demented drumming and bedevilled bass abound. Also Quorthon has a voice that reeks evil and darkness with its deep assured self confidence. I have never heard anyone sing like this before in my life.

However, like *Stryper,* the lyrics are abysmal. Constant reference to the devil, death, pain and evil, with the off four letter words thrown in does'nt appeal to me at all. Names of some of the tracks like *Sadist (Tormentor), Possessed, The Rite of Darkness* and *Son of The Damned* will give you some idea what you are letting yourself in for. The guys attitude leaves a lot to be desired, because if you don't buy the album (it is well worth a listen) and like it, you will never see the guy play live. Why? Well, Quorthon has got himself the basis of a band together, but all attempts to play live have been thwarted. The reason is that he plans to slay a lamb on stage, breath fire with a smashed guitar and vomit blood and these little tricks have failed to appeal to club owners. I wonder why?!!!!

So there you have *Bathory*. Probably the most evil group in the world.

● SHY
● EXCESS IN ALL AREAS
● RCA PL71221

A couple of my friends saw this band on tour with both *Meatloaf* and *Gary Moore* a couple of months ago and told me to look out for them as they were very good live.

This album grows on you. When I first played it, I noticed that it was very clean sounding, snappy A.O.R. type music. The album has a crisp quality about it with swift, nippy drumming from Alan Kelly and harmonic guitar from Steve Harris. The one song that stood out from the rest first time round was the rocky *Break Down The Walls,* with Harris's guitar playing proving immensely pleasing to the ear.

However, when you listen to the album a few more times, Tony Mills vocals creep up on you then realise that he really has an individual voice which complements the music to perfectiona. I was impressed with the stylish way it was all put together by producer Neil Kernon and the band really do give him a classy performance to help him put his obviously great talents to good use.

I found a lot of different sytles here from slow moody ballads to fast rocky screamers. The songs are largely based around love and the problems asociated around it. There are two points that I feel I must mention that did upset me about the album: the first point is the excessive us of Pat Mckenna's keyboard. I like keyboards to be played in a manner to complement the rythmn of the band and not sound louder than the guitar, which is what happens on this album. The second is that Vocalist Tony Mills has EXACTLY the same hair cut as me and wears the same cloths!!

If you like *Styx, Boston, Toto* and the like you will like this album.

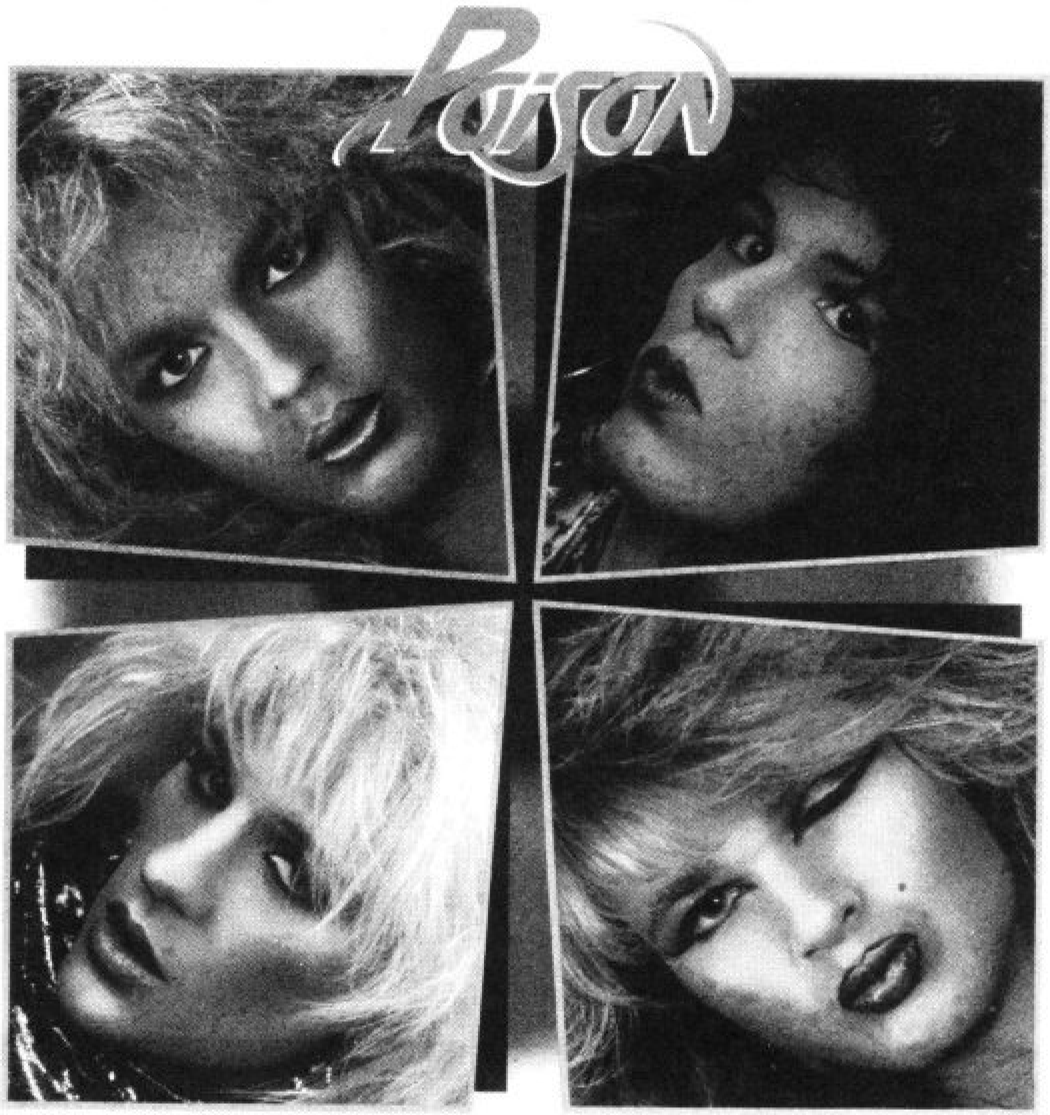
● POISON
● LOOK WHAT THE CAT
DRAGGED IN
● MFN 69

Like *Suicidal Tendency,* this band was also formed in L.A. around 1982, but that is the only thing these two bands have in common.

These guys – and I use the term loosely – are glam rockers and wear enough make-up to keep Max Factor in business for the next twenty years. They even look more like women than the guys in *Stryper* – and that's not easy!

On the music front though, this album shows that the band are a set of very accomplished and competent musicians, who have a unique sound. From the first track Cry Tough they set out their stall, showing that they have an energetic, clean sound to offer the listener. Guitarist C.C. Deville handles his guitar like a true master, pulling off small tricky, solos which blast out at you in sporadic bursts. Bobby Dail is a competent singer, who has a crystal clear voice and this makes the lyrics easy to understand. I found it a pleasant change to sit back and actually listen to someone singing, without having to constantly strain my ears.

I believe that this band can only get better and look forward to the next album with great relish.

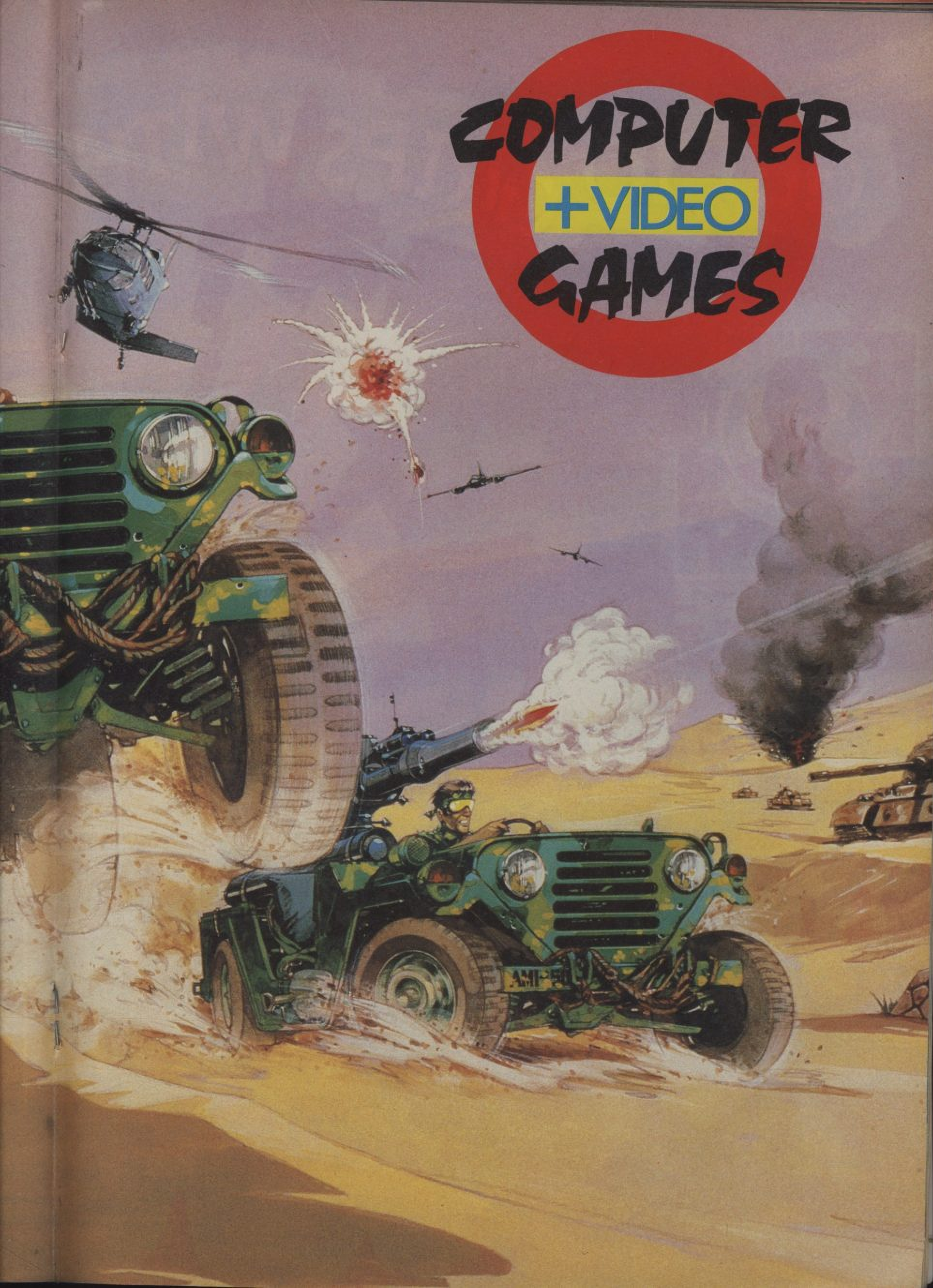


LOOK WHAT THE CAT DRAGGED IN

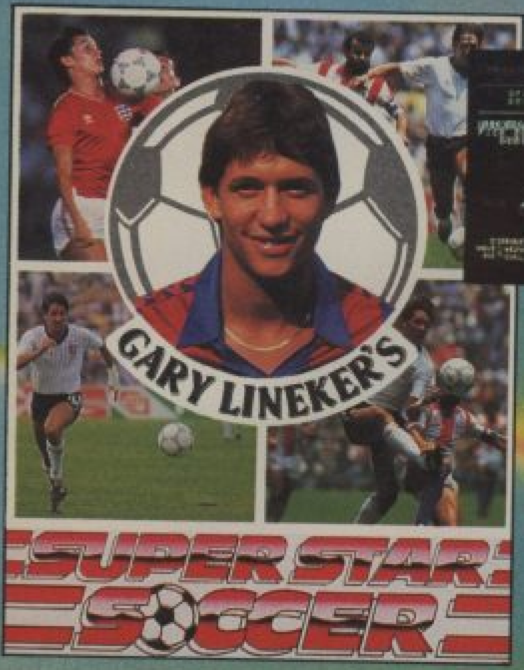


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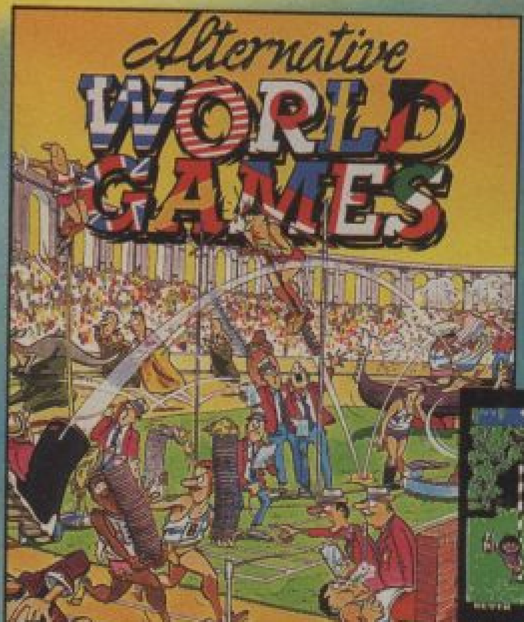




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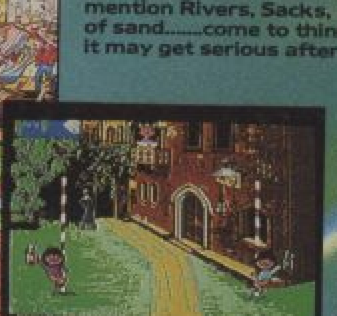
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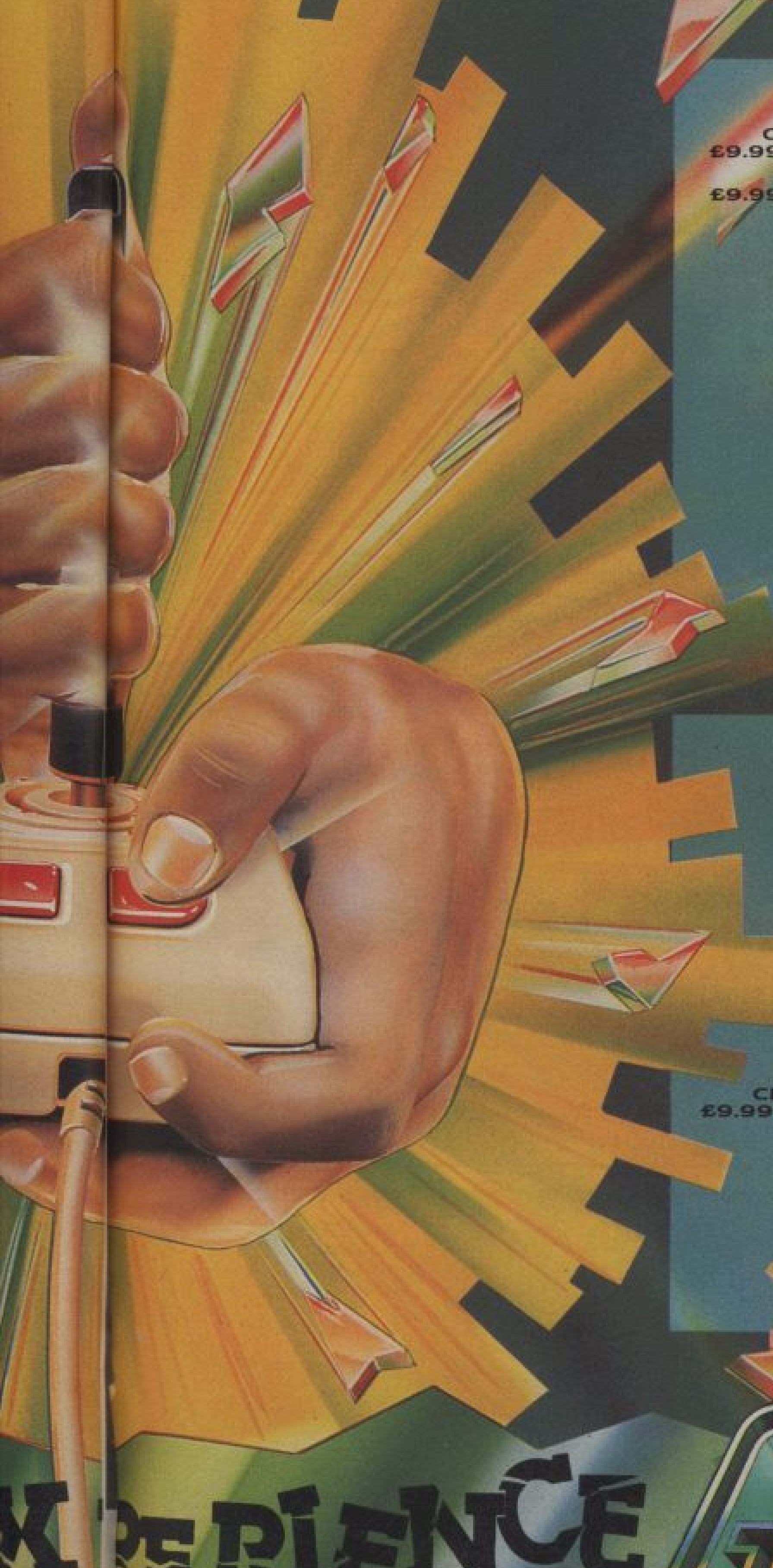


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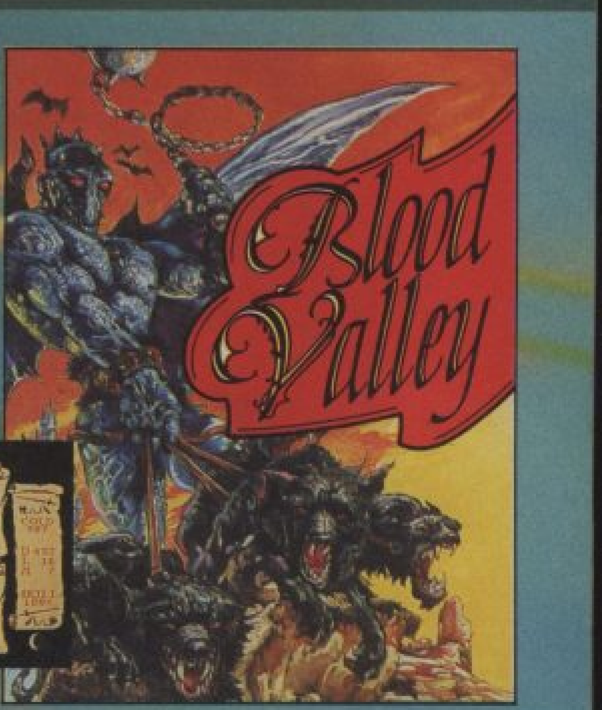


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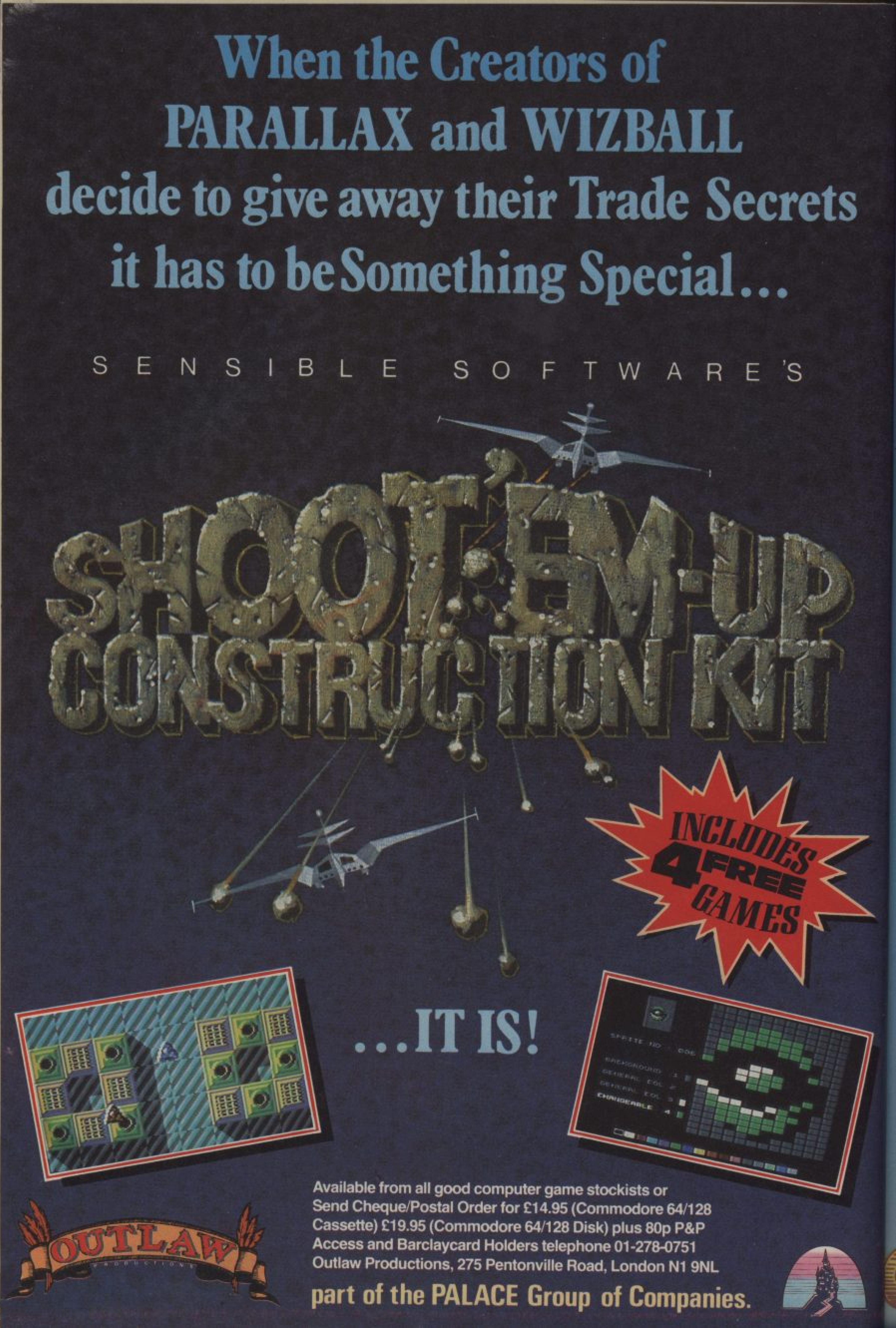
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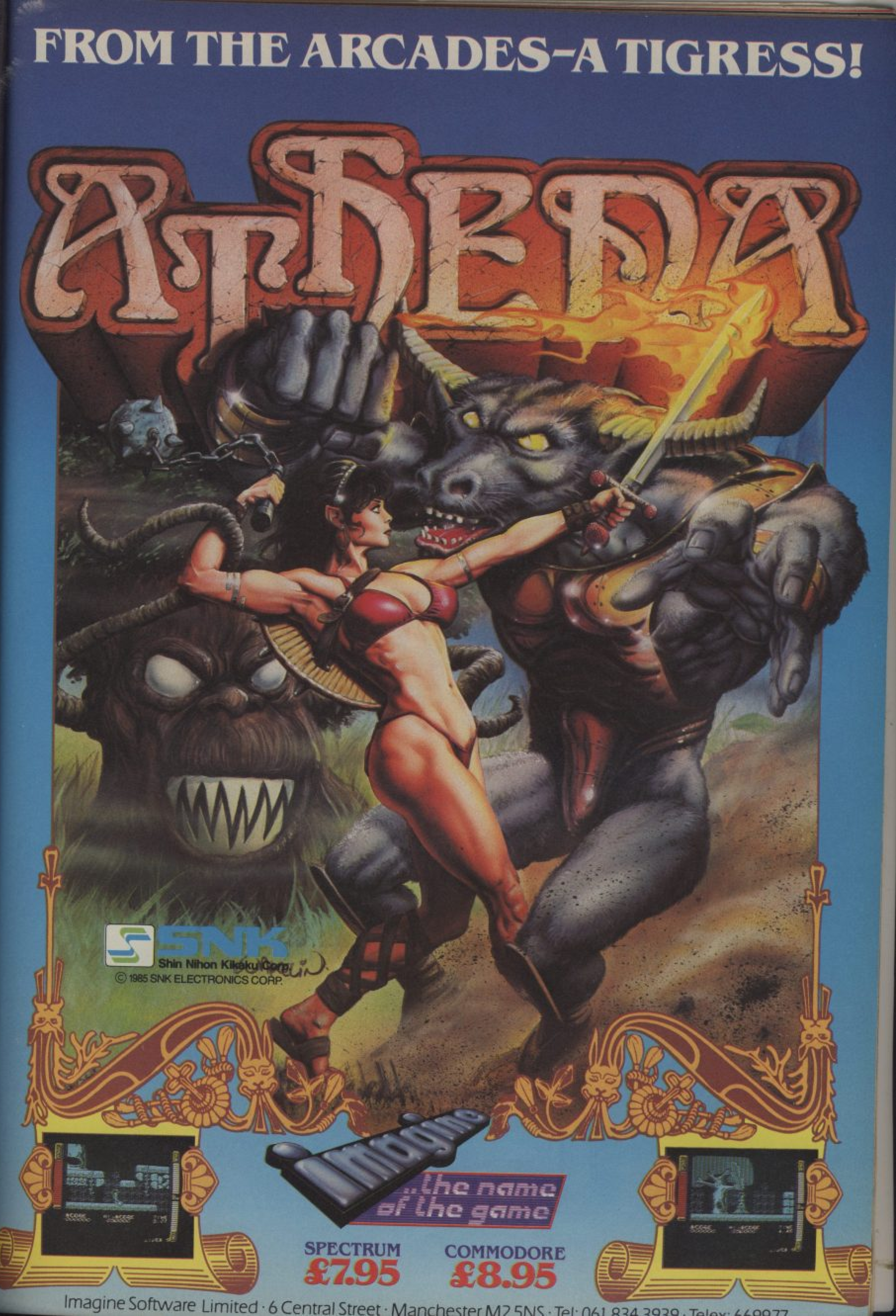


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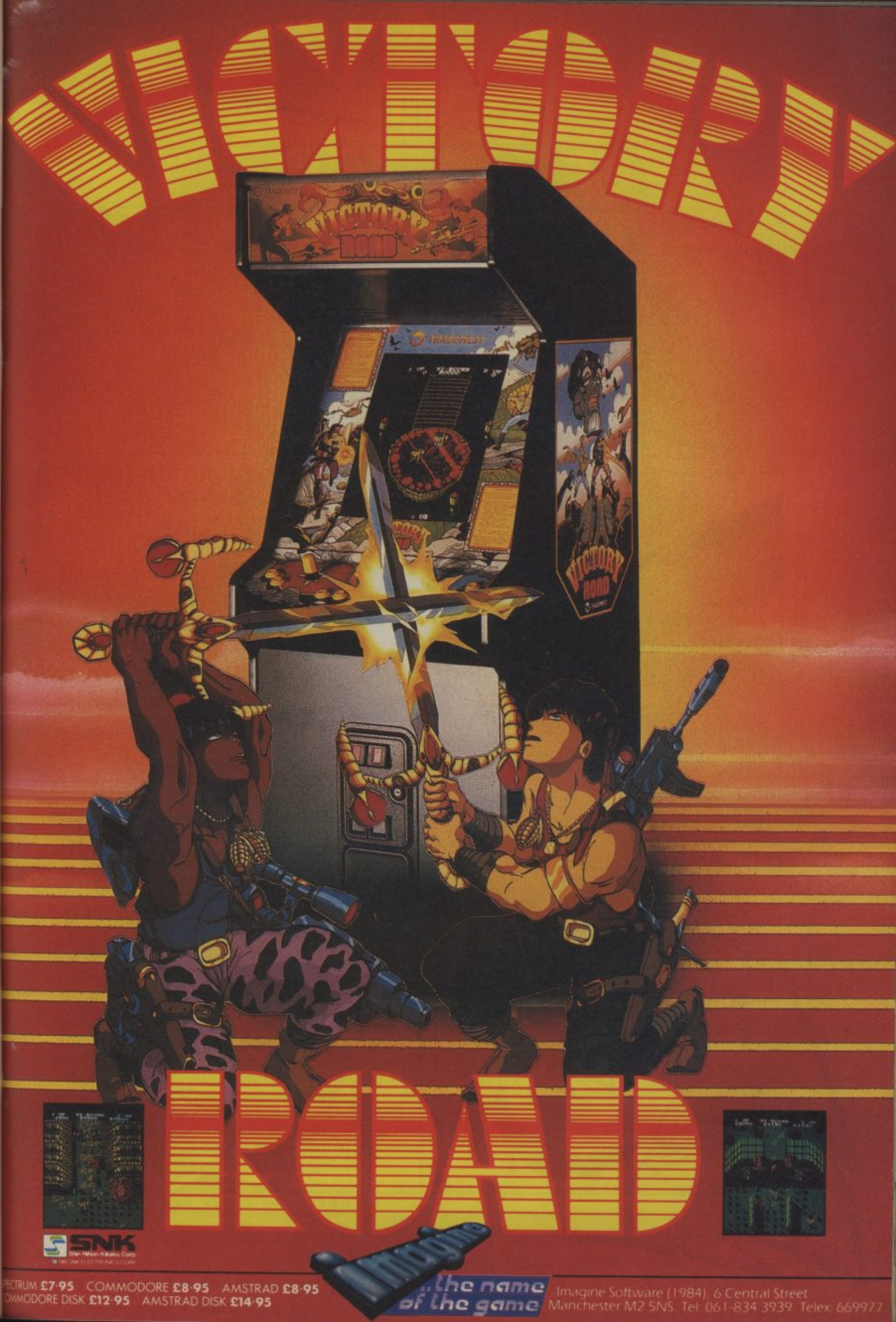
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...AND YOU'RE ALSO YOUNG AND IMPETUOUS! WE'LL INVESTIGATE, BUT LET'S GO CAUTIOUSLY, HUH?
YOU'RE...RIGHT, TYGRA, I HAVE TO LEARN - WAIT! THE EYE OF THUNDERA!
IT ONLY GLOWS LIKE THAT WHEN THERE IS DANGER NEARBY...
WHAT'S THAT BEAM? YII! HIT THE SWORD... PULLING IT!...
IT'S PULLING ME TOO!
HOLD ON, LION-O, WE'VE GOT TO FIGHT IT!
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Welcome to the lair of the cats — Thundercats that is! You've played the FREE game on the front of this issue, read the comic strip NOW win our special **Thundercats** competition.

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- Then 20 runners-up will get copies of the game. What do you have to do? Just answer these simple Thundercats questions set by our resident cool cat Ian Machin!

Once you've done that fill in the coupon below and rush it to *Computer and Video Games* Thundercats Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th and normal C+VG rules apply. Thundercats Ho!

C+VG/ELITE THUNDERCATS COMPETITION

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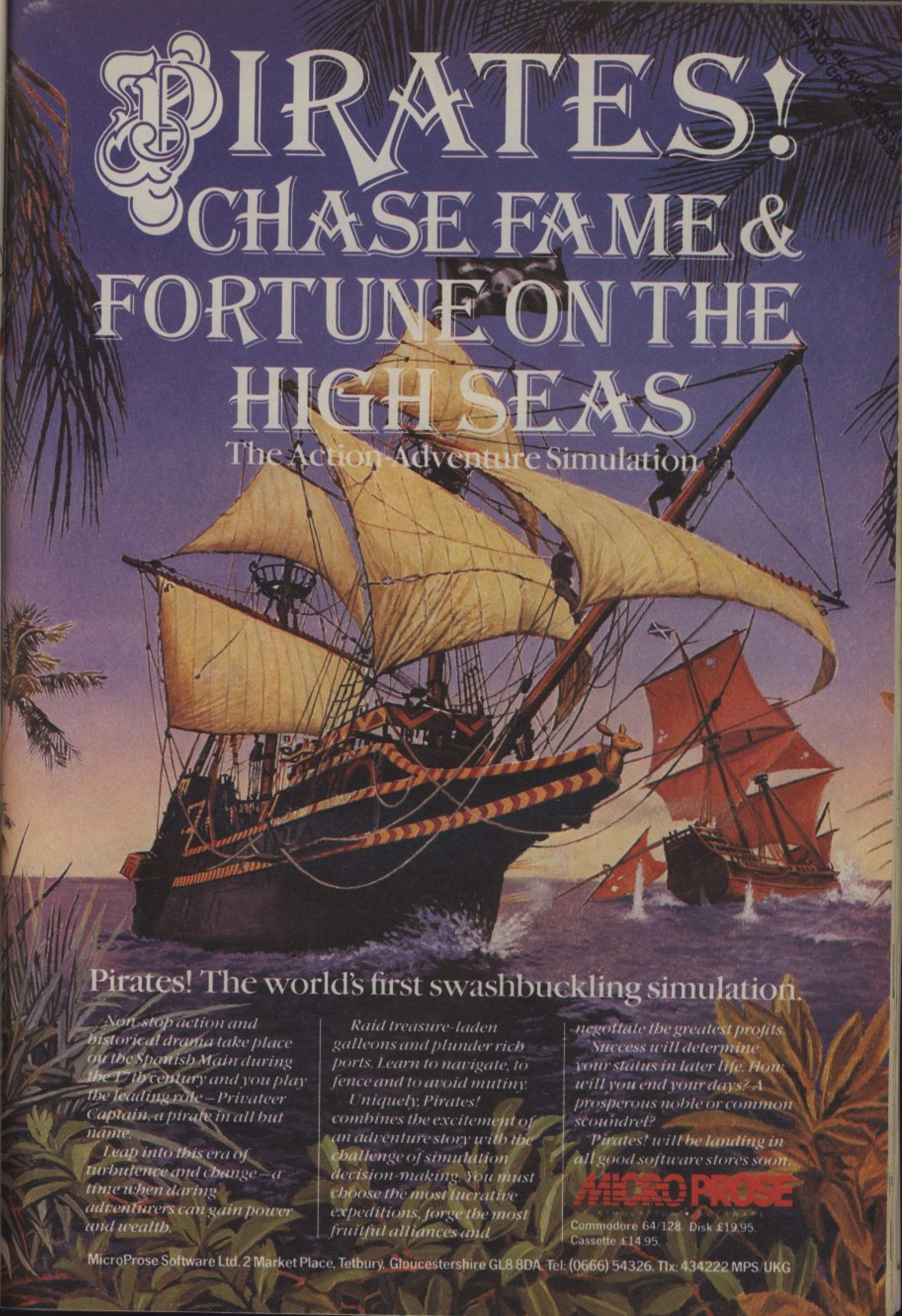
Age____ Computer______________

1) Name the evil sorcerer who is intent on the complete destruction of the Thundercats.
2) What is the evil stronghold where Slithe, Monkian and Vultureman hang out called?
3) Name the members of the Thundercats team.





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Next Month

OUT ON THE 15th NOVEMBER

● So you thought this issue of C+VG was hot, hot, hot! Wait until you see December's edition of Britain's best selling computer games magazine. You'll burn your fingers trying to get if off the shelf! And here's why . . .

● FREE on the front of this thrill packed ish you'll find some special fantasy-role playing figures yours to use in C+VG's exclusive Battletech role-playing board game. YOU become a member of the mean team out to win their freedom by getting rich quick on a radioactive planet packed with mutant weirdlings. Sounds like your idea of fun? Then grab a copy of December's C+VG before it grabs you!

● FREE inside there's a special Fantasy Role Playing pull-out supplement hosted by none other than C+VG's Wayne Bootleg. He'll be giving you the lowdown on all aspects of fantasy gaming — from *Dungeons and Dragons* to *It's a Crime*, from computer fantasy to board game battles. So which ever way the dice fall you know your next move should be down tothe newsagents to order a copy of **Computer and Video Games!**

● Burn rubber with Britain's fastest man — Nigel Mansell, the would-be world champ in the latest Formula One racing simulation. Race games are IN this winter but Nigel Mansell's Grand Prix is the closest you'll come to driving a turbo-powered Grand Prix racer. Experience the thrill in December's C+VG next issue!

● Want to know what's going on at **U.S. Gold?** Then check out our special run down on the games coming your way from the Golden Guys from Birmingham in the next dazzling issue of **Computer and Video Games.**

*All items corrct at time of going to press.



● Demand for this special issue is going to be high — so why not make sure of your copy by reserving one with you local firendly newsagent by filling in this form and handing it over the counter TODAY!

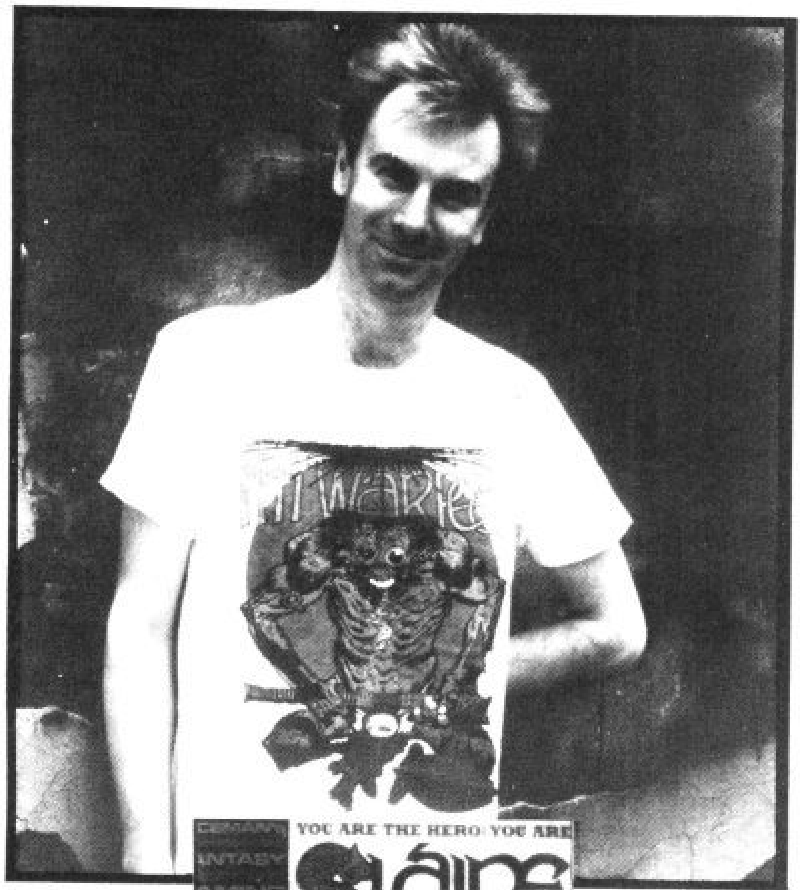
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Adventure through a complex and colourful Oriental world of magic, mysticism and intrigue.
Moebius – fabled deity of the island Kingdom of Khantun – has chosen you, his disciple, to reclaim the stolen Orb of Celestial Harmony from the renegade warlord.
Featuring superbly animated martial arts and sword-fighting combat, Moebius is far better than other Far Eastern adventures. Strategically and tactically more challenging, this odyssey takes you through the realms of Earth, Water, Air and Fire. The dynamic playfield changes constantly as you travel across 26 terrain types, encountering earthquakes, rockslides, heavy rains and heat waves. Graphics are top-notch and you can communicate with all the townspeople. There are 2 distinct magic systems, mixed combat modes and a fearsome array of enemies.
Strategy, planning and quick thinking are essential to reach the final confrontation in this engaging and unique fantasy.
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SLAINE
The Competition



Hey, **Slaine** fans, this is your chance to get hold of some truly barbarian goodies. Start filling in the form below or prepare to kiss my axe!

First prize, thanks to **Martech**, is a framed copy of last month's fabulous artwork featured on the front of last month's C+VG. PLUS a Slaine T-shirt. PLUS three great Slaine books. PLUS a copy of the game.

The next 25 runners-up will get a copy of the game, so don't forget to specify whether you've got a Spectrum, Commodore 64 or Amstrad.



SLAINE/MARTECH COMPETITION

All you've got to do is answer these three simple Slaine questions.

1 Name the comic author who created Slaine?

Answer...

2 Which comic does he feature in?

....

3 What is the name of Slaine's trusty axe?

....

Name...

Address...

....

....

Please indicate which computer you own

Spectrum ☐ Amstrad ☐

Commodore 64 ☐

My T-shirt size is S M L

Send you answers to Slaine Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The closing date is October 16 and the editor's decision is final.

ADVENTURE ZONE

news

Each month the C+VG Mailbag is bursting with letters from adventurers. We try to answer all these – dispensing help and advice, whenever we can.

In conjunction with the **Adventurer's Club**, a free one-year subscription is awarded each month to the C+VG reader who has come up with something a bit special, adventurewise.

So get writing – YOU could be the lucky adventurer to win the next award, and have all the facilities of the **ACL** free for a whole year! This includes a bi-monthly dossier containing reviews, hints, and articles by Mike Gerrard, Tony Bridge, Pete Austin, Fergus McNeil, Richard Bartie, and Keith Campbell.

Plus a discount mail-order service for adventure software, a game-author support service, and phone-in Helpline.

And if you are already an **ACL** member, don't worry – your existing subscription will be extended by one year!

The very first **C+VG/ACL** award goes to **Marco Andreoli**, of Turin, Italy. A regular C+VG reader and avid adventurer, Marco begged Keith to tell him where in Italy he would be spending his holiday this year.

Marco was there to greet Keith with an impressive scroll welcoming him to Tuscany on behalf of himself and friends, a group of adventurers calling themselves The Guild of the Rising Star.

A well-deserved award, as to deliver the Scroll, Marco had to make a six hour train journey from Turin to Viareggio.

Colin Joss of East Lothian wins the September award, for an interesting discourse on the way adventures are splitting into two main fields. The cheaper budget titles on cassette, and the more in-depth quality of

Welcome to the Adventure Zone! Anything can happen within the next few pages — and probably will as Keith Campbell, C+VG's master of the mystic arts, brings you news, reviews and helpful hints from the wacky world of adventuring. So please don't adjust your magazine — reality will be resumed as soon as possible . . .

the more expensive disk adventures.

Colin clinched his award when writing about the adventure he is currently programming in C on Amstrad 6128. Worried about the difficulties of marketing the adventure when it is complete, he asked who could help assess its potential, and advise him how to go about selling it.

This is one of the services at which **ACL** excels, and so Colin was judged to be not only deserving of the award, but likely to gain maximum benefit from being an **ACL** member.

The end of August saw the return of the World Science Fiction Convention to the UK – its first appearance here since 1979. Named **Conspiracy '87**, the event was held in Brighton.

As well as round the clock film shows, the Hugo Awards ceremony, and other events, leading names from the science fiction world, addressed their adoring public in talks, discussions, and demonstrations throughout the five day period, on the hour, every hour, in each of three meeting rooms.

Harry Harrison addressed an audience on the subject *"Stainless Steel Rat Speaks Esperanto"*, **Brian Aldiss** gave away the secrets of how to write a best seller, whilst other big names in the sci-fi world included **Terry** *"Colour of Magic"* **Pratchett, Gerry** *"Thunderbirds"* **Anderson, Frederick Pohl** and filmmaker **Ray Harryhausen**.

The one discussion I called in on, was packed to capacity with an array of authors, all American as far as I could tell, making a meal of answering their own questions rather than the ones posed.

In fact, the whole affair was so American, one wondered why it had been staged in this country. Certainly, within the *Worldcon*, American was the universal language – making not only us Brightonians, but all Britons, feel a minority group.

Only a mere smattering of Italian and Spanish could be heard above the grating twang coming from the dealers' room – the large exhibition hall at the Metropole, where all manner of things sci-fi were on sale to devotees.

There you could buy anything from a cheap secondhand paperback of dubious literary value, to the latest overpriced glossy hardback; anything from role playing miniatures to fantastic garments in which to role-play.

There were t-shirts, old comics, posters… you name it, it was available, including a copy of Ade Edmondson's *How To Be A Complete Bastard*. What connection this great work cold possibly have with science fiction still had me baffled.

Perhaps it was a lesson in "How To Be A Complete Dealer" and shift as much old stock as possible.

Mind you, I couldn't resist picking up a handful of paperbacks, at a snip of a price – cheap only because I had a Press pass, and hadn't been caught for the £15 per day admission fee.

At the appointed hours, all those aficionados who had purchased books, queued devotedly to have their treasured possession autographed at a series of mass sign-ins. Me? I made for the bar to ponder it all.

So what has all this to do with computers? Considering that computers are not only the subject of many sci-fi yarns these days, but are also, through games, vehicles by which sci-fi may be expressed there was very little in the way of competition or software. Four small rooms were devoted to this important sector of the business, and the whole area was cut off from the main proceedings by two flights of stairs and a long corridor, as if computers were best forgotten.

Old faithfuls, **Level 9** were there, demo-ing their latest *Knight Orc*, with Mike and Pete putting in an appearance on alternate days.

Next door was a room sponsored by **Gamer**, Brighton's leading computer games emporium. Here could be seen **Nigel Brooks** of **Smart Egg Software**, introducing **Rigel's Revenge**, a sci-fi adventure recently released by **Mastertronic**, to the world.

But nowhere were sci-fi computer games being sold, nor were adventure authors involved in any of the highbrow discussions. Surely Floyd has more to do with sci-fi than miniature unpainted figures of Orcs? Where were you Infocom? Where were you, adventure writers?

Robico Software, whose adventures have proved popular with BBC owners, has now released *The Rick Hanson Trilogy* for the Amstrad. Whilst expanding the machine range they support, Robico are sticking with the BBC for development.

Robert O'Leary is currently re-writing the Robico parser on an Archimedes machine, and it is on the Archimedes that future development will be based. This paves the way for Archimedes versions of Robico adventures, although at present there are no definite plans to produce any games in this format.



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YES, PRIME MINIS

- SUPPLIER: MOSAIC PUBLISHING/ OXFORED DIGITAL ENTERPRISES
- MACHINE: SPECTRUM (£14.95)/ BBC B (CASS £14.95, DISK £19.95)/CBM 64/128 (CASS £14.95. DISK £19.95)/AMSTRAD (CASS £14.94, DISK £19.95)
- REVIEWER: KEITH

Now and again, it is refreshing to sit back and play through a game at a reasonable pace, without having to rack one brains at every step.

Yes, Prime Minister is just such a game, and although there are no puzzles, there are some very tricky decisions to make, and plenty to think about during play.

For a period of five days you become Jim Hacker, the country's best loved Prime Minster who never was. The game is based very closely on the very popular *BBC* comedy series — so closely, in fact, that the result is quite astonishing, and very entertaining.

You operate from your office, which is represented graphically, viewed from your side of the desk. The objects around the room are icons, and selecting them using a hand-shaped cursor, moved smoothly around by either joystick or control keys, allow desk drawers to be opened, phones to be answered, and other functions activated.

Play is in real time, and your clock is a constant reminder of your appointments for the day, which are found written in your diary — you can bet Sir Humphrey will not be pleased if you miss one!

As PM life is never dull, for during the odd few moments when you are not attending a meeting you're kept on the go the whole time.

Bernard keeps plonking urgent messages on your desk, and if you're not dealing with one of these, there are two phones and intercom to keep you busy, as well as telex messages to receive.

Behind the Union Jack on the wall is hidden a safe, in which the latest opinion poll ratings are kept. The object is to increase these from the initial 50%.

Somehow, I managed never to register an increase — a slippery slide into unpopularity verging on hate, was the hallmark of my premiership — so I'll probably win the next election.

The real play comes during the meetings, which take place in dialogue form, throughout which you have to make decisions.

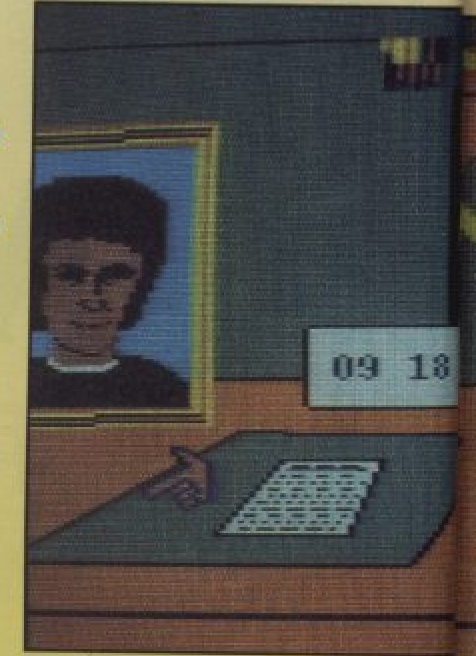
How would you deal with such thorny issues as the need for a new nuclear power station? What are you to do to avoid becoming a laughing stock when your daughter manges to get her car wheel-clamped outside number 10? And how about reducing teachers' pay if their pupils' exam results don't come up to scratch?

The situations throughout the game are generated on a random basis. Not all topics come up in every game, and it's unlikely that you will get the same combinations twice.

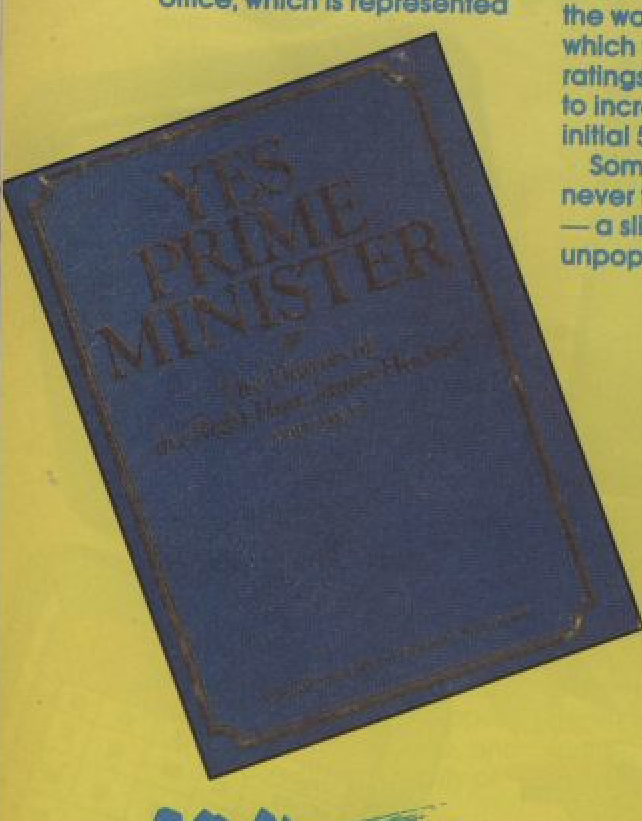
At the end of each day, data for the next day must be loaded into the program before proceeding.

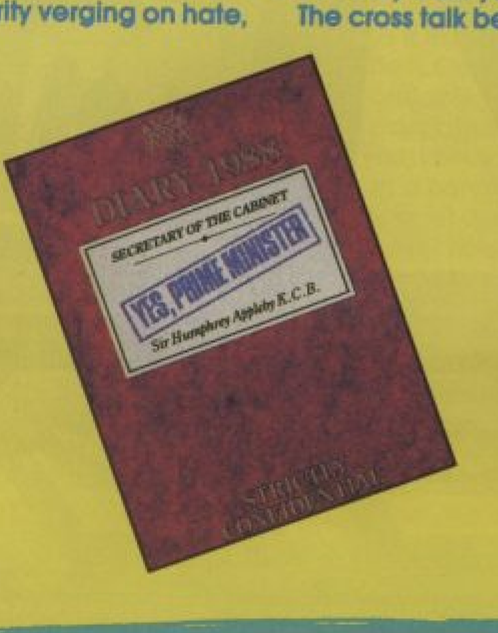
If you haven't had experience in making prime ministerial decisions, don't worry. Bernard and Sir Humphrey are always on hand to point you in the right direction — usually the one in which they want you to go!

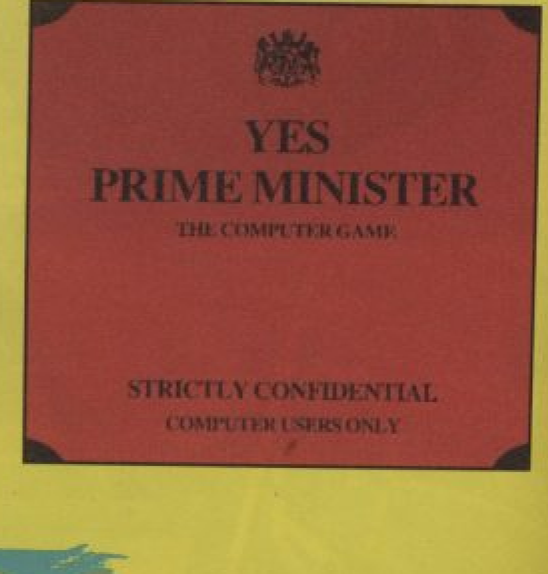
The cross talk between the two of them, and their interaction with you, is extremely well implemented, and conveys the mood of the TV series and the facets of the characters in it more closely than any other game I have seen.











STER



The only difference here is that you are in the hot seat, and feel that you have actually taken on the characteristics of Jim Hacker!

The dialogue is impeccably written, and as might be expected, Sir Humphrey often comes out with sentences a whole screenful long, superficially profound, but absolutely



meaningless in reality!

All in all, a thoroughly enjoyable and untaxing game, that is every bit as fun as watching the TV programme. Paul Eddington, Nigel Hawthorn, and Derek Fowlds positively jump out of the screen.

► TEXT	10
► ATMOSPHERE	10
► PERSONAL	9
► VALUE	7

COMPETITION

A week is a long time in politics, or so a famous politician once said. But do you think you could survive five days?

Well here's your chance to find out with C+VG/Mosaic's *Yes, Prime Minister* competition.

Mosaic's game is based on the highly successful television comedy series. You play the part of Prime Minister Jim Hacker who, with the help of his faithful civil servants Sir Humphrey and Bernard, must survive a turbulent week of Westminster politics.

You've probably read Keith Campbell's review of the game already. And now we're offering you the chance to get the game and some other *Yes, Prime Minister* goodies.

But first the prizes. The winner will receive a copy of *Yes, Prime Minister — The diaries of the Right Hon James Hacker Volume II*, the 1988 Yes, Prime Minister Diary and a copy of Mosaic's game.

The fifteen runners-up will get a copy of the game.

Now for the questions. Answer them correctly and send your answers to Yes, Minister Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is November 16th.

Questions.

1) What was Jim Hacker's position before he became Prime Minister? Was it A. Foreign Secretary. B. Secretary of State for Administrative Affairs. C. Chancellor of the Exchequer.

Answer______________________________

2) What is the name of the actor who plays the part of Jim Hacker? Is it A. Paul Eddington. B. Garry Williams. C. Richard Briers.

Answer______________________________

3) Who was Britain's youngest Prime Minister? Was it A. William Pitt. B. William Tell. C. William of Orange.

Tie Break. In not more than 25 words say which computer game character you would like to see as Prime minister, and why?

Answer______________________________

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YES PRIME MINISTER COMPETITION

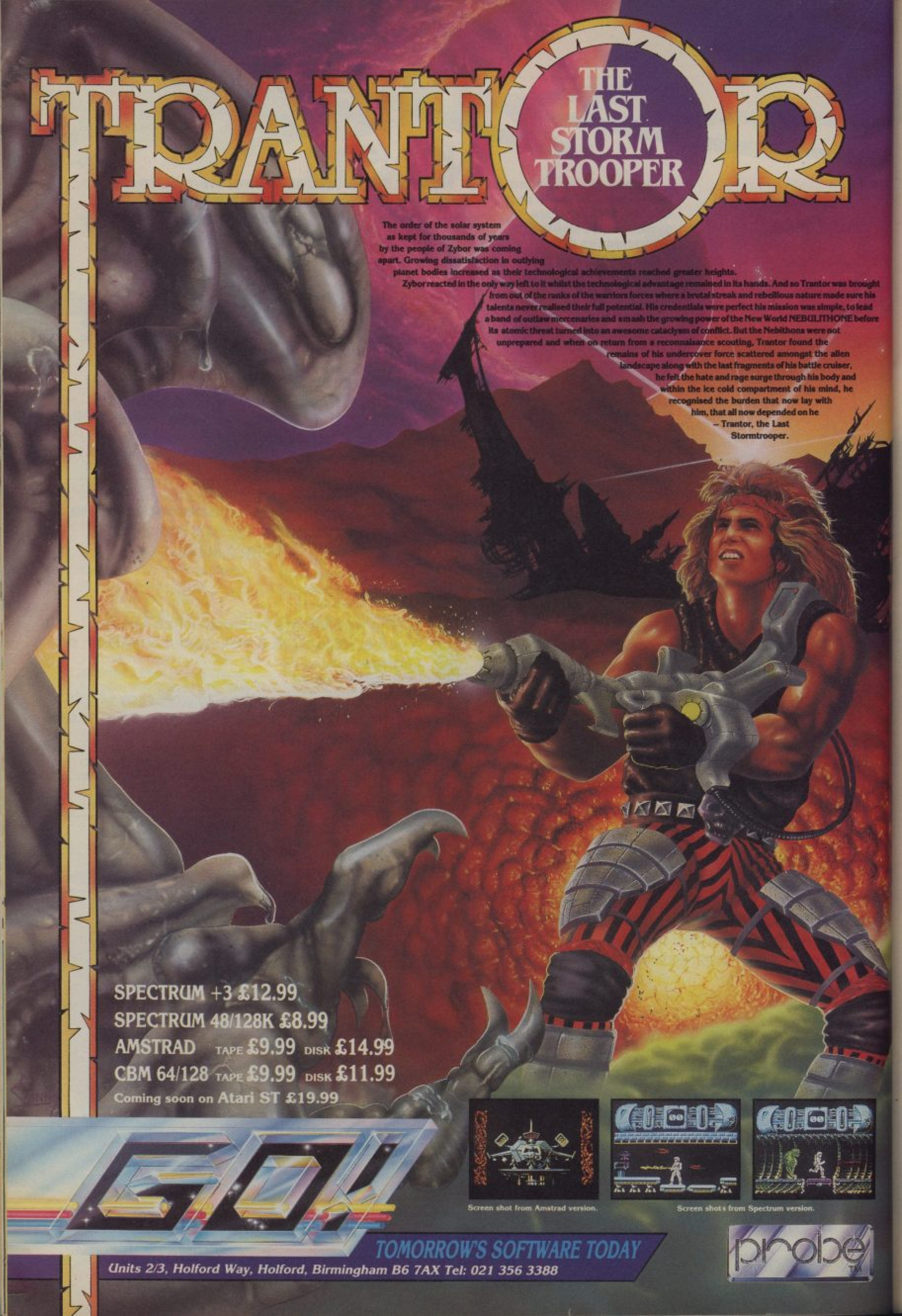
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Address______________________________

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Please indicate which computer you own.
Spectrum ☐ CBM 64 ☐ BBC B ☐ Amstrad ☐
Amstrad PCW ☐ PCs and compatibles. ☐



TRANTOR
THE LAST STORM TROOPER
The order of the solar system as kept for thousands of years by the people of Zybor was coming apart. Growing dissatisfaction in outlying planet bodies increased as their technological achievements reached greater heights. Zybor reacted in the only way left to it whilst the technological advantage remained in its hands. And so Trantor was brought from out of the ranks of the warriors forces where a brutal streak and rebellious nature made sure his talents never realised their full potential. His credentials were perfect his mission was simple, to lead a band of outlaw mercenaries and smash the growing power of the New World NEBULITHONE before its atomic threat turned into an awesome cataclysm of conflict. But the Nebithons were not unprepared and when on return from a reconnaisance scouting, Trantor found the remains of his undercover force scattered amongst the alien landscape along with the last fragments of his battle cruiser, he felt the hate and rage surge through his body and within the ice cold compartment of his mind, he recognised the burden that now lay with him, that all now depended on he – Trantor, the Last Stormtrooper.
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Screen shot from Amstrad version.
Screen shots from Spectrum version.
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ADVENTURE reviews

SPACE QUEST

▶ **SUPPLIER: ACTIVISION**
▶ **MACHINES: ATARI ST: (£24.99) AMIGA; APPLE II; MACINTOSH; IBM PC: (£29.99)**
▶ **REVIEWER: KEITH**

The noise of the alarm awakens me from my illicit slumber in a janitor's cupboard aboard the space station. Lights are flashing – the station has been programmed to self destruct! There's no time to lose...

As a lowly janitor there's no way I have access to the docking bay and the escape pod – so I'd better try and find someone with an authority card.

Trouble is ... there's nobody around. Or rather, there are plenty of bodies around, but only dead ones! I resort to the grisly task of frisking the corpses to try and find what I need.

A rather frantic hunt it is, too, for as soon as the countdown has finished – it's KABOOM!!

This is an animated 3D adventure in the style of *King's Quest*, but with rather more adventure and puzzles.

At the start of the game, two corridors are shown one above the other, with blocking walls, and interconnecting lifts.

The player guides a spritely little fellow around with joystick or mouse.

He can pass either side of obstructions, but will stop when he collides with one unless manoeuvred around it.

If this sounds a bit like an arcade adventure, it is. But very little arcade skill is required, and the puzzles and text input are more typical of a conventional adventure. Most of the graphics occupy the full screen, and many are superbly animated.

The objective of the first stage of the game is to escape the space station before it explodes, and to do this means you have to find an escape pod, and discover how to fly off in it.

This task contains all the pitfalls one would expect in a more conventional text adventure, involving operating the docking bay doors, airlock, and the pod itself.

Then there's always the chance that you may have left a crucial object behind, undiscovered.

At any stage in the game, text commands may be entered, and the responses are shown in text windows superimposed on the graphic screen. A touch on the RETURN key returns the player to mouse/joystick mode.

However, whilst the game can be recommended, there are a couple of rather clumsy features in the way the software operates.

The owner is advised to make a backup copy of each disk before starting out – always a sensible precaution.

But the ST disk will not back up using the Diskcopy facility – each file must be laboriously copied with manual intervention.

And the copy protection method used requires that the original disk be used to start loading the game up.

Presumably this has to be a good disk – so why bother with the chore of copying?

Secondly, the SAVE feature, which requires a separate, pre-formatted disk, takes a bit of getting used to. However, once mastered, it does have the advantage that quite a lengthy comment about the saved position can be tagged to identify each of up to twelve save files.

This is a big colourful game, full of sound and action. There's a lot of fun to be had exploring the paths and crevices on the planet that the pod eventually lands on.

Space Quest is an adventure that should satisfy arcade-adventure enthusiasts, at the same time offering an interesting challenge with a difference for enthusiasts of the traditional adventure format.

▶ **VOCABULARY** 7
▶ **ATMOSPHERE** 8
▶ **PERSONAL** 8
▶ **VALUE** 7



THE HUNT

▶ **SUPPLIER: ROBICO**
▶ **MACHINES: BBC B CASSETTE: (£9.95); ELECTRON CASSETTE: (£9.95); BBC B 40 TRACK DISC: (£12.95. MASTER COMPATIBLE); BBC B 80 TRACK DISC: (£12.95. MASTER)**
▶ **REVIEWER: JOHN YEATES**

Beeb adventurers all know and love Robico games, and now their latest is here – the first with graphics.

The Hunt – Search For Shauna involves you, the pilot of a space craft, in the hunt for crewmember Shauna, who has been kidnapped.

Your first task is to escape from the spaceship – no great shakes, as it tells you how in the instructions. Once you have sneaked through Customs, you can explore the space station and start searching.

No Klingons on the starboard bow, although there are a load of tame robots who trundle around carrying things, and generally doing little else.

There is also a maze (heigh ho, here we go again) and some weird humour – like the area marked BERTH CONTROL. Now if I could just get in there...

In the space taxi, you can go and visit other people's spaceships – you DO remember where you parked yours? – but you need a code before you can do so. Spoilsports!

The graphics look as if they have been done on the GAC, although this is not mentioned. The tape version has graphics in every location, and the disk version loads up better graphics in about 20 of them. Some are rather nice, even if not up to Amiga standards. There are clues in the pictures.

The adventure has about 100 locations, and uses a full sentence input system – but you can only input one sentence per command. As usual, there are a few vocab problems but for disk users in trouble, *LOAD HUNT2 views memory from &5100 onwards.

The HELP command just tells you not to be lazy – well thanks a bunch, guys! Currently I am having problems negotiating the maze – maybe I should draw a map for once in my life? Opening a door with a plate on it is also a problem, and, of course, getting past the obligatory zaper which kills you if you try to pass is just impossible at the moment.

You may have guessed by now that I like this game. Nice graphics, good text, logical puzzles, no sound (shame!) and a good plot. But why did they have to use a disk box that disintegrates when the Post Office gets at it?

▶ **VOCABULARY**	8
▶ **ATMOSPHERE**	10
▶ **PERSONAL**	9
▶ **VALUE**	8

C+VG HIT!



COMPETITION

● **Here's YOUR chance to win a free copy of *The Hunt – Search For Shauna*! Robico are offering 10 cassettes plus 10 discs for the first correct answers opened on 16 November. ALL entrants will get FREE membership of the ROBICO SOFTWARE CLUB, normally costing £5, simply by ticking the box!**

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ADDRESS ____________

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BBC 80 Track Disk ☐

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____________ ____________ ____________

2. Name the two robots in Star Wars.

____________ ____________

3. Who wrote The Day Of The Triffids?

____

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ADVENTURE

The Fiend....

Fresh from foreign fields, The Fiend finds fun, frolics and frivolity in fermenting fear in a forceful fashion for Keith Campbell and the world of adventure. Fighting fit, he flails fools, follies and frippery. Phew!

So that nice Mr. Campbell tried to escape The Fiend's wrath at being forced to play Inspector Flukeit, by skipping the country for a while, did he?

Fiends, too, need a rest now and again, for groping out public nuisancing is demanding work, even for a mega-being like that of your very own Fiend.

But now the moment you have all been dreading has arrived. I, too, have returned from holiday, and the break has done me a power of good. You are now faced with a Fiend that is rested, tanned, and even more Fiendish than before, if such is possible.

The Fiend's holiday plan this year was to honour Florida with his presence. Then, tiptoeing into my consciousness came an idle thought. Scott Adams lives in Florida, doesn't he? YOUREEKAH! What a meeting that could be!

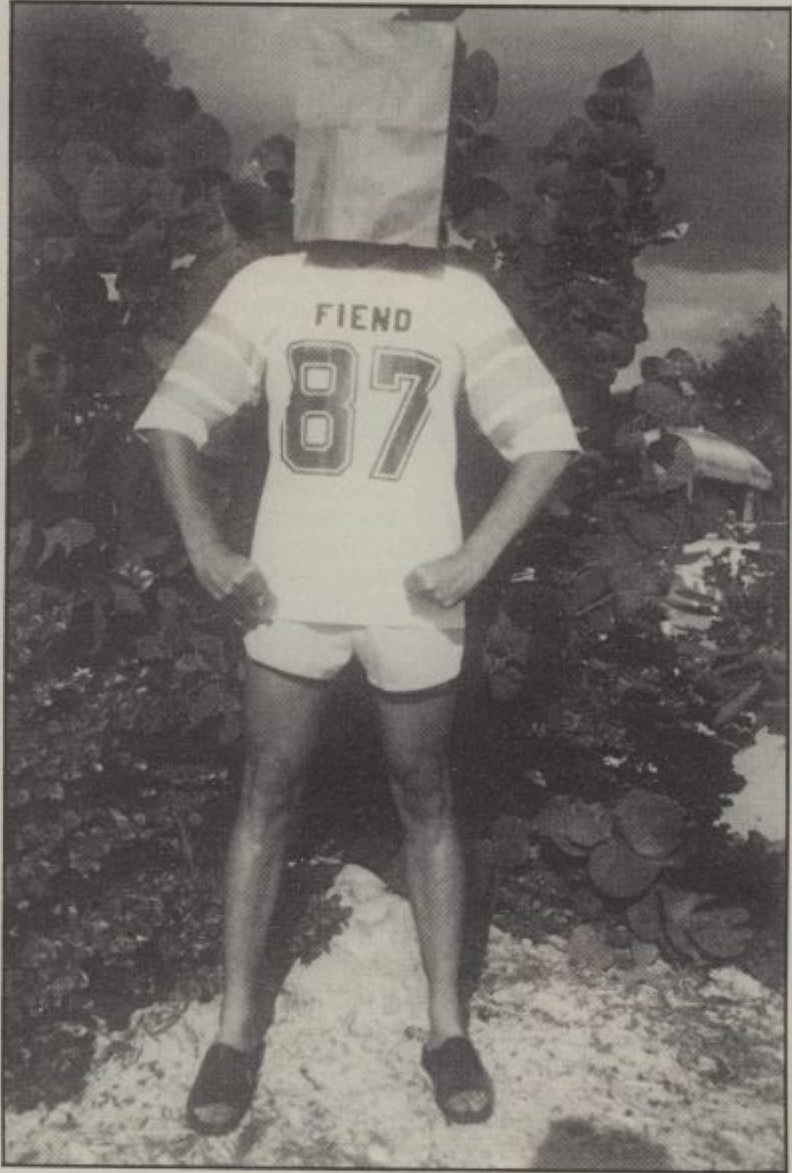
The Fiend could report back to you, my faithful fans, and I could sting that nice Mr Metcalfe for my air fare!

But oh, the best land plans of Fiend and men. Not only had Mr Adams quit the world of adventuring, but he had moved! HA! But then many quail before the wrath of the Fiend.

So, fellow adventurers, do we rejoice that our tormentor is finally to leave us in peace, or do we mourn the passing of one of the greats? Were his best games yet to come, or had he passed his peak, and quit while the going was good?

The Fiend thinks that Mr Adams peaked with *Claymorgue Castle*, fiendishly difficult (praise indeed!) but brain bendingly logical. Tough, but fair.

Hulk and *Spiderman* were both worthy adventures, but



were of easier solution. But as for the *Fantastic Four*, the Fiend can be in no doubt that Mr Adams quit in time. The spark has gone, and as I have been heard to growl on many occasions, any fool can make an adventure impossible to play by use of multi-word inputs and obscure vocabulary.

Yet I rue the passing of he who popularised adventure games and brought us many hours of entertainment.

Will he really be able to turn his back on adventure games, or might he re-emerge, refreshed and revitalised, with head full of new ideas? The Fiend sincerely hopes so.

Some small measure of relief can be drawn from the recent appearance of the missing Scott Adams games on the Spectrum.

About blooming' time too! The Fiend has carried his Spectrum into battle for nearly five years now. Together we have slain colossal dragons, escaped from goblins dungeons, and blissfully traversed red hot lava.

I have dared the deepest dungeons, travelled to the farthest stars, and even braved a holiday in Terrormolinos, always with my faithful Spectrum at my hip.

And what reward do the software houses bestow upon such a worthy? They ignore it! The Fiend is very cross!

Suddenly everyone else seems to be playing games that are not available for the old faithful. KC raves about *The Pawn* and *Guild of Thieves.*

Is the Fiend alone in still wanting to play adventures on the humble Spectrum? Is mine the only working model left in the world? Or are my suspicions correct that there are yet more Spectra in use than all the others laid end to end?

I am aware that the old boy is memory limited, but superb digitised pictures have been seen. Sam Fox springs to mind for no apparent reason. So faced with the option of giving us all graphics, even if it takes several loads, or giving us a text only version, which do they give us? BAH!

The Fiend is even more cross about the lack of *Leather Goddesses of Phobos.* Us Fiends know exactly what to do with a six foot rubber hose and a pair of cotton balls – but will we ever get the chance?

One final question for your poor feeble minds to contemplate. Will we ever see any of these whizz bang games on the 128 Spectrum? If not, is it because nobody is buying the beast? If so, is nobody buying the beast because there is no software for it? Beware software houses – The Fiend is watching you!

STOP PRESS: The Fiend came face to face with the cringing Campbell at the PCW Show recently. You should have seen the fear in his eyes. It was a joy to behold.

ADVENTURE helpline

Some Very Big problems have been cropping up this month! To kick off, **Kevin Boyce** of Co. Donegal keeps falling over! He can't get past the gardens at the beginning of part 2 in *Very Big Cave*. Batman's belt is also baffling him — what number should he dial?

Meanwhile, **Paul Ferris** is at a dead loss for something to do in Gotham City. What, no decent arcades, Paul? Who can point him to the best nightspots?

Sandra Linnecor got away to an early start with *Space Quest* (review this issue) and as I had only just started to play the game myself, when I received her letter, I was unable to help. With 32 points, Sandra found herself in an underground cave on another planet, facing the ubiquitous unopenable door.

Could it be that she needs the two white objects found next to the space suit, she wondered? She could not pick them up, as she didn't know what they were!

Having got a little further now, I can say that I doubt whether they will help open that door, Sandra. Try examining the closet, to discover what is within! Take it, and then examine it again, for some more detail.

Darren Sellwood is stuck in a lot of games. Here are his main problems: How can he stop dying of starvation under the gravestone in *Matt Lucas*? And how can he get started in *The Serf's Tale*?

Paul Meakin of Nottingham, has coaxed a bull, and managed to get a gun, some skis, and a photo. Now *Rick Hanson* has him baffled — who can tell him what to do next?

Jonathan Marshall is thoroughly enjoying the *The Big Sleaze*. But now he has a few questions

Do the letters carved on the tree mean anything? What should he do in the library? And can he save the dame from King Kong – a question also posed by Kevin Murphy of Kirkaldy?

Well, I thought we had *Heroes Of Karn* covered by now! But **David Portman** of Belbroughton can't find the crowbar. Nor can we! David is really desperate because he still keeps trying to find it, and his girl-friend is getting madder and madder every time he loads the game! Leave it loaded, David, and sneak in a few goes while she's not looking!

Who's been sending us duff clues, then? **Abed Janzir** of Irbid in Jordan says that the clue for *Labyrinth* ('Pay no attention to Alph and Ralph') is wrong! Without them, says Abed, it is not possible to reach Goblin Castle. Who can help Abed into the Goblin Castle?

"Frankenstein is driving me nuts (or should I say bolts – through the neck?)" quips **Mike Thomas**. He's stuck at the ice crevice and found a climber frozen in the wall. How can he get him out without burying himself under all the falling ice?

How do you kill the creature in the bloodstained room, in *Temple Of Terror*, asks **Gregory Quinn** of Northern Ireland.

Peter Wall of Saffron Walden, is going round in circles, while **A. Orton** of Leicester, is simply stuck. Both are at the entrance to Tower Doom in *Custard's Quest*, and the nasty Time Beast won't let them through. Peter is sure that he must give him a watch or clock, but cannot find either.

And finally, here's a couple of golden oldies! First, *Kingdom of Hamil*. How do you avoid the furry arm in the pit, and avoid being sacrificied in the cornfield? Where is the tapestry room?

On to *Castle Blackstar*. How can the dragon be killed, how can the flaming lake be crossed, and how can the doorway high up in the chapel be reached? All these, from someone calling himself **The Lone Stranger**.

John McCann of Lisburn, reckons that *Worm In Paradise* on the Amstrad has more bugs than he has seen since the days of Screaming Foul-Up! (Remember him?) But bugs sometimes prove useful, and if you want to discover all the objects in the game, try this.

Go to the police station, and type "give me to the fuzbot". The fuzbot takes you and checks you out, and then comes back saying that he can find no crimes. However, he leaves you in a location from which there is no exit.

Next type "examine all" and a description of every object will follow. "Very useful," says John, adding that it didn't actually help him at all!

Here's how Les Brady cheats in *Quest for The Holy Grail*, C64 version. First reset the C64, then:

```
POKE 2Ø5Ø,8
SYS 42291
POKE 45, PEEK(174)
POKE 46, PEEK(175)
POKE 47, PEEK(174)
POKE 48, PEEK(175)
POKE 49, PEEK(174)
POKE 50, PEEK(175)
```

This should give you an entire listing of the game, says Lee.

● To clear up any confusion over the C64 bug affecting giving money to the tramp, in *Spytrels*, **M. Blackery** of Basildon explains: "After finding the wallet, you should switch the graphics off before examining it. You will then be told you have ten coins. Fail to turn off the graphics and you are told that you have no coins – in fact, that is what you really have!" Strange way some people write adventure programs...

ADVENTURE clues

ASYLUM: Hack the telephone RECEIVER for the magnet.
DODGY GEEZERS: The sewers are under the carpet! Break in with the wire cutters.
TOWER OF DESPAIR: Hold the scroll after examining the fountain.
RUNESTONE: Start as Greymarel, get the staff, and recruit allies. Then find a ship and sail to the island. Kill the Orc in the tower, and you should be able to open the chest.
COLOUR OF MAGIC: In part 2, leave the city and meet Brevd; say YES at the campfire.
FRANKENSTEIN: Don't pine for the bear at eight feet!
FANTASTIC FOUR: A chip off the old block should be put under it, to help Thing break it.
SPIDERMAN: Don't tread on sand – don't walk on the floor.
STATIONFALL: The late Shady Dan can help open doors even yet.
THE LURKING HORROR: A padlock may have more than one use.
GUILD OF THIEVES: Sticky flies make succulent meal.
BUREAUCRACY: Learn to speak the lingo aboard the plane. Don't wear anything extra until falling.

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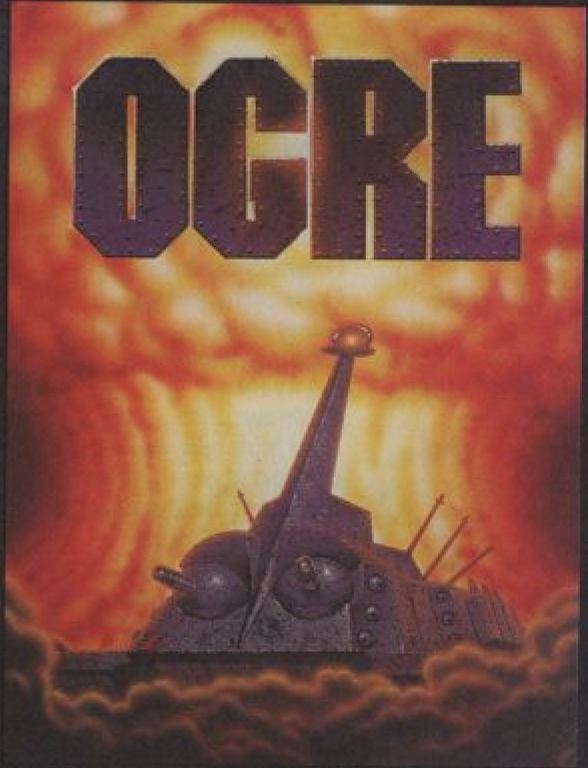
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night of ho

dark they were and bleary-eyed. The warped, the weird and the wonderful gathered under the cover of night in Birmingham recently for the British Fantasy Society's FantasyCom, C+VG's very own fantasy figure, John Gilbert, joined them to sample the latest books, films and videos and lig it with Some Very Famous People.

A riotous weekend of wanton debauchery among famous authors and artists is the lure used by The British Fantasy Society to attract its members and friends to FantasyCon.

The annual convention, held this year in Birmingham, contains a gory selection of bad videos, guest speakers who this year included M John Harrison with Americans George R R Martin and artist J K Potter, and readings from soon to be published novels and short stories.

First, though, on the Friday evening start-up, I had to sign in, meet old friends, collect a chunk of info about forthcoming films and publications, browse through a mass of books and recent film scripts in the dealers' room and make sure that I'd scooped up everything of importance before others got in on the act.

Once satisfied that I hadn't missed any rarities I paid my compliments to the bar and gathered hosts, rather than watch the first video presentation, *Terror at London Bridge*. Already bouyed up by a skinful of vulgar-tasting vino, drunk during the launch of The Writers of the Future competition, I sat mostly talking, rather than supping, to some of the event's freshmen.

At midnight we left the comfort of over priced Pepsi and filtered into the convention hall where Clive Barker, horror author and director of *Hellraiser*, read from *Weaveworld*, his mammoth novel published by Collins in late October. It's a brilliant mixture of fantasy and horror which takes in Liverpool, Barker's birthplace, and a world woven into a carpet.

Weaveworld may represent Clive's return to the literary scene after more than a year but the boy's been busy in the movie world. *Hellraiser*, the film in which he seems to have played every production role except producer, has just taken off in the States after a rapturous run in the UK and he's got more projects planned.

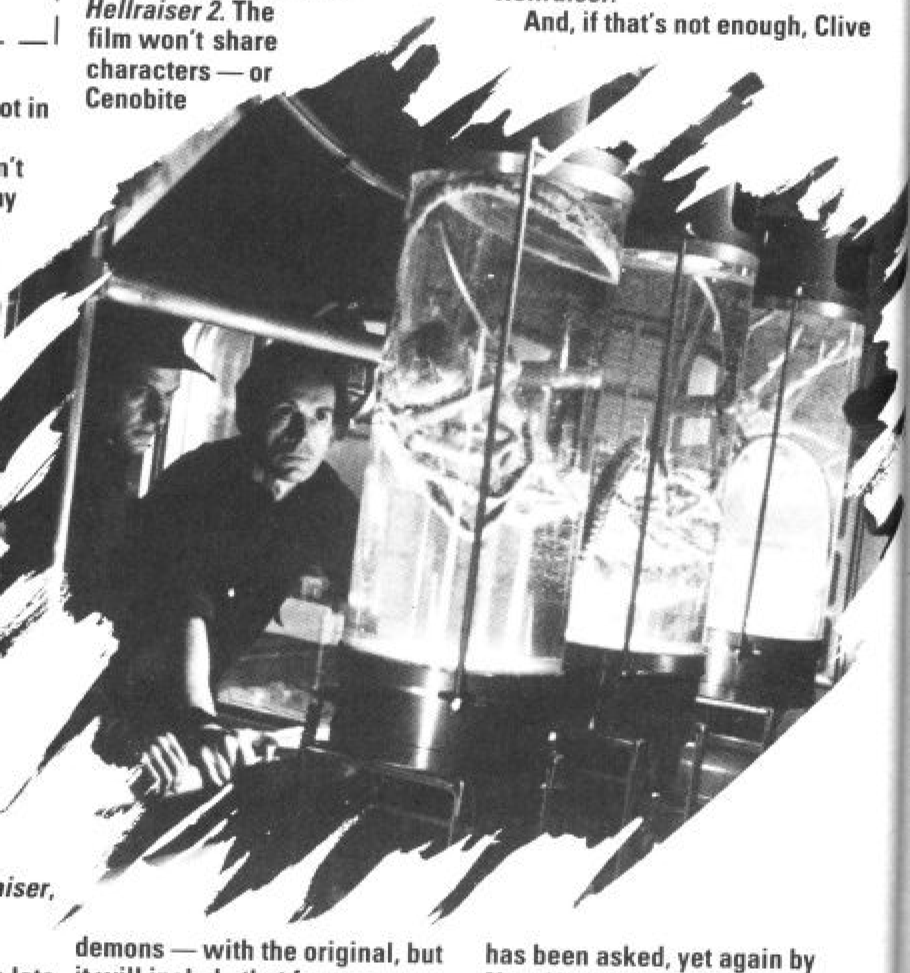
New World Pictures is tempting Clive to make *Hellraiser 2*. The film won't share characters — or Cenobite demons — with the original, but it will include that famous Chinese puzzle box which will open up visions of new hells for the protagonist. So keen is New World to produce something different that Cilve will take on the role of co-producer — with Chris Figg — and look for a new director. It all sounds very professional and shooting starts next year.

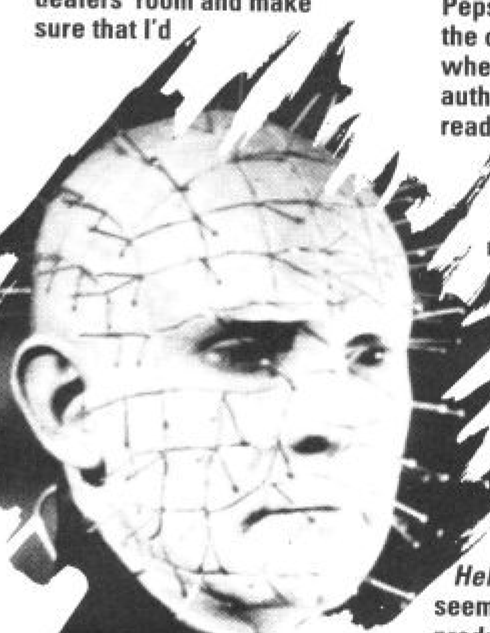
After the sequel Clive intends to write and direct a movie called *The Last Illusion*, again for New World and based around a novella from his short story collection Books of Blood VI. The novella follows New York private eye Harry D'Amour as he investigates demonic occurances in The Big Apple.

He's hired by the widow of a magician to find her husband (?) who's returned to life and is being hunted by a demon to whom he sold his soul. Not a cushy number by any stretch, and hopefully the movie will have a bigger budget than *Hellraiser*.

And, if that's not enough, Clive has been asked, yet again by New World, to develop a television series in the States — negotiations are going on as you read *C+VG*. NW intends to get around the censorship problem — the show will be *Gooorry* — by selling it to cable networks. So, we should see it in a few years when cable's been established in the UK.

Clive couldn't stay long, he was off to London that very night, so at 1.15 on Saturday morning I drifted off to see *Zombie 3*, an incoherent, anti-climatical piece of video rubbish





orror

which gave everyone a fit of giggles.

Off to bed, for a sweltering, uneasy, night, because nobody had turned the heating off in the hotel, then up to be welcomed by Douglas E Winter, American Master of Ceremonies and close friend of Stephen King.

The address was followed by two discussion panels; the first featuring publishers and editors about the writers of the future, while the latter brought authors such as Terry Pratchett – *Colour of Magic* – out of their burrows to talk about creating fantasy worlds.

After lunch, an afternoon of readings, panel discussions, and a slide show of artist J K Potter's impressive fantasy photography, all were invited to a launch party for Ramsey Campbell's collection of short horror stories, *Dark Feasts*, from Robinson Press. Ramsey's been writing horror for 25 years but, probably because he has more style than most writers in the genre, he's never had a best seller. Pick up his latest novel, *Hungry Moon*, and I guarantee you'll be awed by his genius.

The party over, I sat down with 50 raffle tickets and a bunch of friends to see what I could win during the Interminable Fantasy Raffle. Such gems as a valuable proof copy of Clive Barker's *Weaveworld*, with author's corrections, and a signed copy of Stephen King's novel IT, jostled with turkey prizes such as cardboard hats, posters and badges from Mel Brooks' new movie *Space Balls*. Our table won the nickname The Book Table from host Steve Jones because of the piles of science fiction and fantasy novels we managed to win and stock pile.

The Eirie Midnight Horror Show II took everyone's attention once the raffle was out of the way. As usual it turned into a slanging match with *'Slugs'* author Shaun Hutson cracking jokes, US author Karl Edward Wagner talking so slowly that most of the audience had to be woken up, and Dennis Etchinson, American author of *Darkside*, trying to moderate



the farce.

After that, the bar was open until three, when most people went to bed. Not me, though. Snared at the bar by Shaun Hutson, I and a good friend spent the night talking about Shaun's first film, from his novel *The Slugs*, and heavy metal music, in particular Iron Maiden. He also told us that the Slug film nearly didn't reach completion. Two of the female stars walked out when asked to lie half naked and covered in blood while stage hands shovelled live slugs onto them.

The night without sleep left us dreading Sunday's big event. The British Fantasy Awards Banquet. I made it, however, only to find I was seated next to Guy N Smith and his wife. He is a prolific writer, book seller, vegetarian and goat farmer. An all round nice guy and quite a celeb. He kept us talking while we downed the paltry two course meal, without wine, and some of the guests waited for their vegetarian food – which turned out to be not worth the wait.

The awards at the end, however, displaced our smarting feelings and popping stomachs and, if you come next year, the meal promises to be a delight.

Next year FantasyCom combines with the World Fantasy Convention in London where James Herbert will be guest of honour. Although centrally based in Kensington there's a limit of 750 attendees so if you fancy going book now. It'll be held over the Hallowe'en weekend and, if you're unlucky, I might see you there. More info from Di Wathen, 15 Stanley Road, Morden, Surrey, SM4 5DE.

BRITISH FANTASY AWARDS

The August Derleth Award For Best Novel: IT, by Stephen King. Runners' up Necroscope, by Brian Lumley; Strangers, by Dean R Koontz.

Best Film: Aliens, Dir: James Cameron. Runners up: The Fly, Dir: David Cronenberg; Peggy Sue Got Married, Dir: Francis Coppola.

Best Short Fiction: The Olympic Runner, by Dennis Etchison. Runners' up The Hellbound Heart, by Clive Barker; The Other Side, by Ramsey Campbell.

Best Small Press (fanzine): Fantasy Tales, edited by Steve Jones and David Sutton. Runners' up: Dagon, edited by Carl Ford; The Horror Show, edited by David Silva.

Best Artist: J K Potter. Runners' up: Dave Carson, Stephen E Fabian

Special Award for contributions to the genre: Charles L Grant, author of The Pet and editor of the Shadows short story anthology.





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The Big Screen

It's Hallowe'en and here with a haunted house full of horrors is the man who can ward off those evil spirits — and those monstrous movies — Ward R Street . . .

There are horrors of every kind this month, so decide what sort of witches brew you prefer and prepare to be scared.

If you like the shivers spiced with smiles you could take a trip to a small American town and encounter **The Witches of Eastwick (18)**. Not that Cher, Susan Sarandon and Michelle Pfeiffer are witches to begin with. They're just bored single women wishing that something would happen.

The something that does happen is Jack Nicholson, sporting a small pony-tail and a considerable paunch, who breezes into town on the back of a thunderstorm to take up residence in the local manor house. Within hours of arriving he's busy meeting and seducing the three women. Which is where the witchcraft starts.

Who is old Jack? Old Nick, maybe? Following the unlikely death of a local woman (choking on a thousand cherry pips when she wasn't even eating the fruit!) the women decide to split from their corpulent host. But hell hath no fury like a devil spurned and he turns his terrible trickery on the trio.

Witches is directed by *Mad Max's* creator, George Miller, but it's far removed from those rugged outback heroics. Don't go expecting an **Evil Dead** or a **Ghostbusters** . . . this is supernatural comedy of the most sophisticated kind and it's hysterically funny, which is why I'm making it one of my two movies of the month.

Two movies of the month? Well, I really couldn't decide whether I preferred shaking with laughter or shivering with fear and Alan Parker's **Angel Heart (18)** made my ticker race at a diabolical pace!

New York in the 1950s and Mickey Rourke is a private detective living on the borderline of seedy. When a mysterious bearded man asks him to trace a thirties singer, Johnny Favourite, who is missing from the private hospital where he's suffered from amnesia, ever since the war, he's only too happy to take the case.

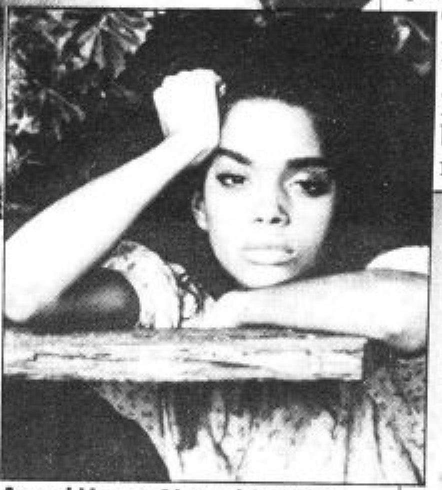


Eastwick: Every Witch Way But . . .

So Rourke walks those mean streets straight into a stylish thriller, with no real hint of the horrors to come. It's only when the trail leads to New Orleans and voodoo that things start to get spooky. As the questions grow in Rourke's mind he realises that he's straying into something way beyond his understanding.

Both Rourke and De Niro, as his mysterious client, prove once again that they're the best actors of their generations. **Angel Heart** is not for the faint of heart . . . but don't miss it, if you dare.

Our third chiller is a much more traditional affair with spectacular special effects (plus one or two dodgy duds), some tongue in cheek cliches, and all the action you could hope for. Still, what else would you expect of Freddy Krueger?



Angel Heart: Not taking the Mickey.

Yes, dream boy is back for **A Nightmare on Elm Street Part 3: Dream Warriors (18)**, and if the long-winded title sends you to sleep the movie should wake you up with a jolt.

This time long-dead Freddy is terrifying sleeping teenagers so badly they'd rather end it all than nod off. Luckily Nancy Thompson, survivor of the first film, and sympathetic shrink Dr Goldman, are there to help, along with Kirsten Parker, who can create a psychic bond between the sleepers. Together they decide to take on old crispy face on his own territory.

There's a nice selection of nasty dreams, including a TV set which comes to life and puts one of the kids in the picture — literally! — plus a boy who gets tied to his bed with writhing tongues. And there's also the Dream Warrior plot, in which the teenagers use their dreams to adopt superhero identities. It's an interesting idea, but it's more Dungeons and Dragons than stalk and slash and seems out of place.

Then there's the question of whether the tragic topic of teenage suicide is a fit subject for a lightweight horror fantasy, which led to protests in the States.

Of course there are some people for whom foul-mouthed, irreverent Eddie Murphy is horror enough, but that hasn't hindered his rise beyond superstardom.

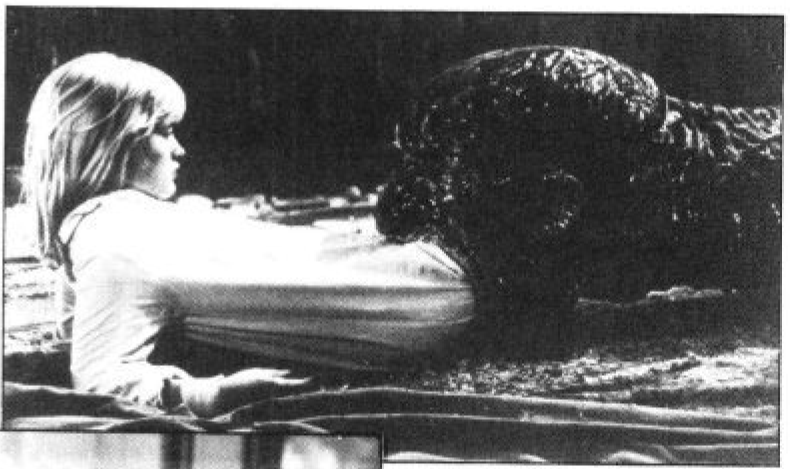


Freddy and the Dreamers.

So 'Yo' to all Axel Foley fans as Eddie bursts forth in **Beverley Hills Cop II (15)**.

Back in Detroit, after his brush with LA's smoothest, Axel seems to be treading the same path as the original as he sets up a phony deal to trap a criminal, but a phone call from California dismisses the déjà vu. Captain Bogomil has been shot in the course of investigating The Alphabet Crimes and before Eddie can

The Big Screen



Freddy's back and he's hungry

mutter an obscenity he's on a plane heading west to his old pals Rosewood and Taggart.

Life in Beverley Hills is much the same. Rosewood is more self-assured and there's a new, tough chief of police, but apart from that the millionaire's paradise seems to exist merely for Eddie to pull off yet more amazing scams, such as occupying a house which is being redecorated while its owners are away!

It's not long before he's on the trail of the would-be assassins, led by an illegal arms dealer and his sidekick, the majestic Mrs Stallone, Brigitte Nielsen. If you liked the original you're sure to enjoy the sequel. It's every bit as unlikely, crude, noisy and fast moving as its predecessor — and it's all held together by its star.

Eddie Murphy undoubtedly has it. Madonna, on the other hand, gathers golden discs by the hundred but she's yet to prove herself on the silver screen. We all know the answer to the question **Who's That Girl (PG)** — the question is why?

There's a lot of talk about the wannabes, who wannabe like their heroine, but on this showing Madonna is a wannabe herself. She'd like to be as cute, sexy and anarchic as Marilyn Monroe. Unluckily, she doesn't even come close — at least not in this yuppie nightmare, re-told for the teeny-bopper market.

The yuppie in question is lawyer Griffin Dunne, and the nightmare is Nikki Finn (Madonna), fresh from jail and gunning for the hoods who framed her. The story rambles on at a lively pace but most of its virtues are swamped by the ego of its star, who adopts an irritatingly squeaky voice and acts like a spoilt seven-year-old. One for the hard-core wannabes only!

With so many big movies this month there's not much space for the smaller releases, but there's at least one gem to be found, if you follow your own **Private Investigations (18)**.

Joey Bradley's father is a crusading newspaper editor, about to bust open a drugs ring with a difference — the dealers are all senior policemen! Unluckily, a detective hired by Joey's dad gets bumped off in the boy's



The claws in Madonna's contract.



Eat the Rich: Fiona's Comic Strip.



Dirty Dancing: Cleaning up the act.



PI: Shades of Danger.

flat, leaving a tape containing vital evidence in the answering machine. Suddenly Joey is the centre of some rather unwelcome attention.

Like classic Hitchcock, **P.I.** takes a slim plot but throws in enough quirky detail to step up the suspense until you're on the edge of your seat.

In the good old days the closest couples got to physical contact was on the dance floor, but **Dirty Dancing (15)** isn't just a filthy foxtrot. Set in 1963 at a snobbish holiday resort, just north of New York, the dance symbolises the simultaneous transition of America, and 17-year-old heroine, 'Baby' Houseman, from innocence to experience.

Ignoring whether or not it was such a crucial era, the film is pleasant enough when it concentrates on period detail and baby's first love with the hotel's dance instructor, who inevitably grew up on the wrong side of the tracks. But the film also wants to be this year's **Flashdance**, so 1963 is submerged by the inevitable shots of aching feet and sweating bodies, plus some decidedly modern-sounding songs.

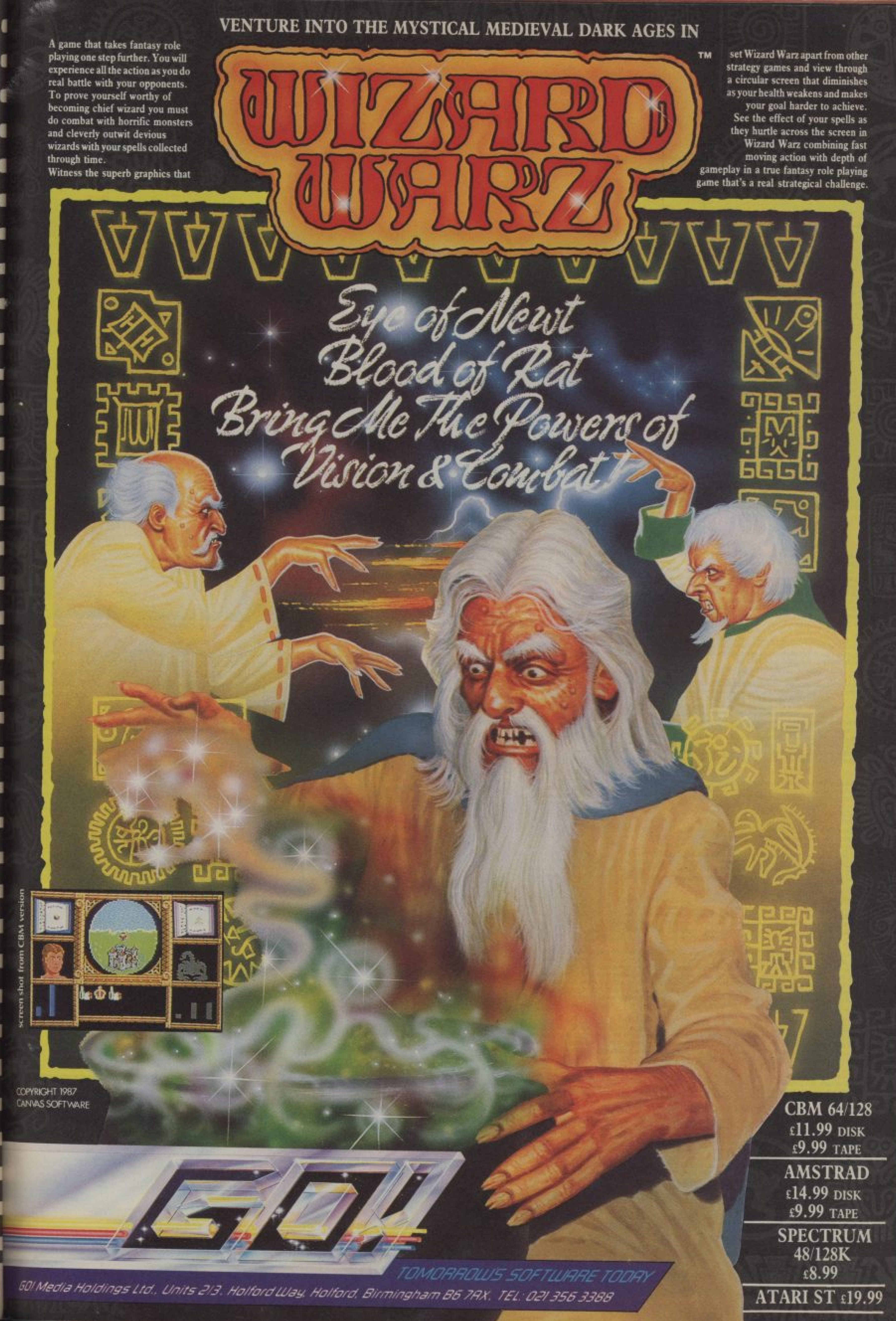
The movie has been a smash hit in the States, and will probably do well here with the dance fans. But I just couldn't swallow the significance given to what is, after all, just a bit of a bop.

From dance to prima donnas for a bizarre thriller set in two highly artiticial worlds — the opera house and a highly-secret transvestite club. **Mascara (18)** is a psychological drama possessing all the melodrama of the musical drama, as a police chief murders a trans-sexual then tries to frame the costume designer lover of his sister.

The film stars Charlotte Rampling, who proves once again what an undervalued actress she is, along with Michael Sarrazin as the policeman, who's feelings for her overstep the bounds of brotherly love. The film should appeal to anybody who enjoyed that other operatic extravaganza, **Diva**.

The final horror for Hallowe'en is **Eat the Rich (18)**, the new feature-length release from The Comic Strip. It's a total gross out attack on everything that anybody holds dear, featuring a gay head of MI5, a brutish Home Secretary who head-butts terrorists (a great performance by ex-stunt man, Nosher Powell), and an unlikely quartet of heroes including trans-sexual Lanah Pellay (they're cropping up everywhere this month) and former Men Only columnist, Fiona Richmond.

By relying on a cast not normally known for their acting ability, such as Motorhead's Lemmy and stand-up comedian Jimmy Fagg, the film has taken a big risk which doesn't really pay off.


VENTURE INTO THE MYSTICAL MEDIEVAL DARK AGES IN
WIZARD WARZ™
A game that takes fantasy role playing one step further. You will experience all the action as you do real battle with your opponents. To prove yourself worthy of becoming chief wizard you must do combat with horrific monsters and cleverly outwit devious wizards with your spells collected through time.
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16 bit News

This year's Personal Computer World Show was dynamic proof that 16-bit entertainment is here to stay. Almost all the major games companies had something to boast on the ST, and many had Amiga products as well. Significantly, there has been a marked increase in the number of new ST launches developed specially for 16-bit machines, with 8-bit conversions to follow in some cases but by no means all.

For those of you who were not able to get to the show, here's a run-down of some of the new 16-bit games that were released or announced at Olympia last month.

Activision was showing an early, but already impressive version of ST Enduro racer. Other titles from the U.S. giant and attendant companies **Electric Dreams** and **System 3** included Rampage, Super Sprint, Super Hang On and Firetrap, all coin-up licences.

Also announced was Predator, based on the latest Arnold Schwartzaneger box office smash movie, and two from **Infocom**: Plundered Hearts, specifically written to appeal to female adventurers, and Beyond Zork, a continuation of the mega-successful Zork trilogy.

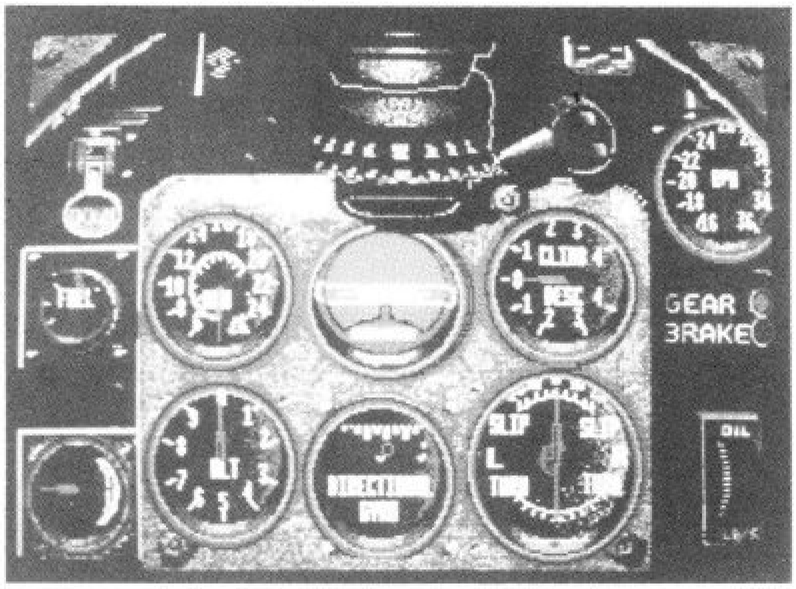
Coin-op freaks everywhere will be delighted to hear that Star Wars, the arcade game, has finally found its way onto the ST, and very good it looks too. **Domark** was confident it would be in the shops soon, as will their latest licensing tie-up, Jeffrey Archer's 'Not a Penny More, Not a Penny Less'.

American veteran **Electronic Arts** was at the show for the first time showing off some of its new releases. One game not on show, was their Ferrari Grand Prix Simulator.

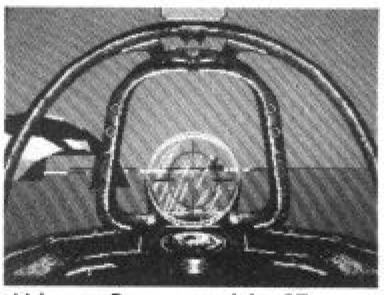
As always, the **Firebird/ Rainbird** stand was a hive of activity, not least on the first day of the show when Telecomsoft gleefully announced the signing of Steve Turner and Andy Braybrook, responsible between them for such classics as Avalon, Paradroid and, of course, Uridium. The pair's first two titles for BT will be Morpheus and Magnatron, both of which will be available on the ST "at some time in the future".

Other goodies to look forward to from the Phone Co. include Carrier Command, which is being programmed by Star Strikers Realtime Games (also responsible for the PC versions of Elite and Starglider). Probably the most impressive piece of programming on view at the show, this strategic warfare game features 3D solid filled graphics, mega-fast animation and a vast playing arena.

For all those wondering what Sandy '3D Ant Attack' White has been up to for the past two years,



▲ **Spitfire 40 — taking off on the ST** ▼



he's been busy getting to grips with the Amiga in order to produce an animated cartoon called 'Dick Special — The Search For Spook, which features a half screen tall Dick Special moving through a full colour, landscape.

Also on the way, for adventure fans, are new releases from **Magnetic Scrolls**, with Jinxter, and **Level 9's**, Time and Magik. Both will be available on the ST and Amiga, before the end of the year.

Sheffield-based **Gremlin Graphics** certainly get the award for the most press releases during the run up to the show — 18 in total. On view, or on paper were variously: Alternative Games, Blood Valley, Tour de Force, Duel Master and Deflector. Gremlin won the C+VG Blue and Yellow (only £11.95 each) joystick award for the flashest stand at Olympia!

Interceptor Micros, in the guise of **Pandora,** was showing early versions of two 16-bit projects, Satar and the graphically impressive Galdregion's Domin. Judging by the screen shots and the video demo, both should be well worth looking out for in a few months time.

ST specialists **Microdeal** had a whole host of goodies on show, including a sneek preview of **Goldrunner II** which looks like Goldrunner I only better, faster and with more digitised sounds.

Also being previewed was Tanglewood, an animated adventure, Soccer, Fright Night, based on the hit video of the same name, and Airball Construction Set, with which potential game designers can build and then play their very own isometric Airball game.

Another U.S. company exhibiting for the first time was Micropose, products ready for launch include Stealth Fighter, based on a jet fighter invisible to radar, Warriors of Destiny, Airborne Ranger and the ST conversion of the 1985 hit F15 Strike Eagle.

Mirrorsoft has long had a reputation as one of the country's leading 16-bit publishers with such titles as Defender of the Crown, Sinbad, Fleet Street Publisher and Déjà Vu.

Mirrorsoft is now busily converting a number of their successful 8-bit titles to the ST, PC and the Amiga. These include the evergreen Spitfire 40 (ST and Amiga), Strike Force Harrier (Amiga), both out this year. Future releases include Mean Streak and Zig Zag, the latest game from Mega-star-programmer and erstwhile train fanatic Tony Crowther.

Another famous name for those familiar with the old Imagine Saga, is Eugene Evans, who is busy putting the finishing touches to his first game for Mirrorsoft entitled The Bermuda Project — an animated graphic adventure set in the infamous Bermuda Triangle.

Mirrorsoft also announced, at the show, that it would be publishing two FTL games before the end of the year. These are the long-awaited Dungeon Master and Oids, both are for the ST only.

Mirrorsoft have a handful of new 16-bit only projects in the production line, including the highly-addictive Obsession, so stay tuned for more details before Christmas.

Novagen, who recently launched the Spectrum version of the evergreen Mercenary, has released Backlash, an incredibly fast ST blaster (see separate review). Due out in the early months of next year, is Damocles (Mercenary II). Set in an imaginary solar system with nine planets and 11 moons, your task is to prevent the asteroid Damocles from colliding with the fifth planet in the system.

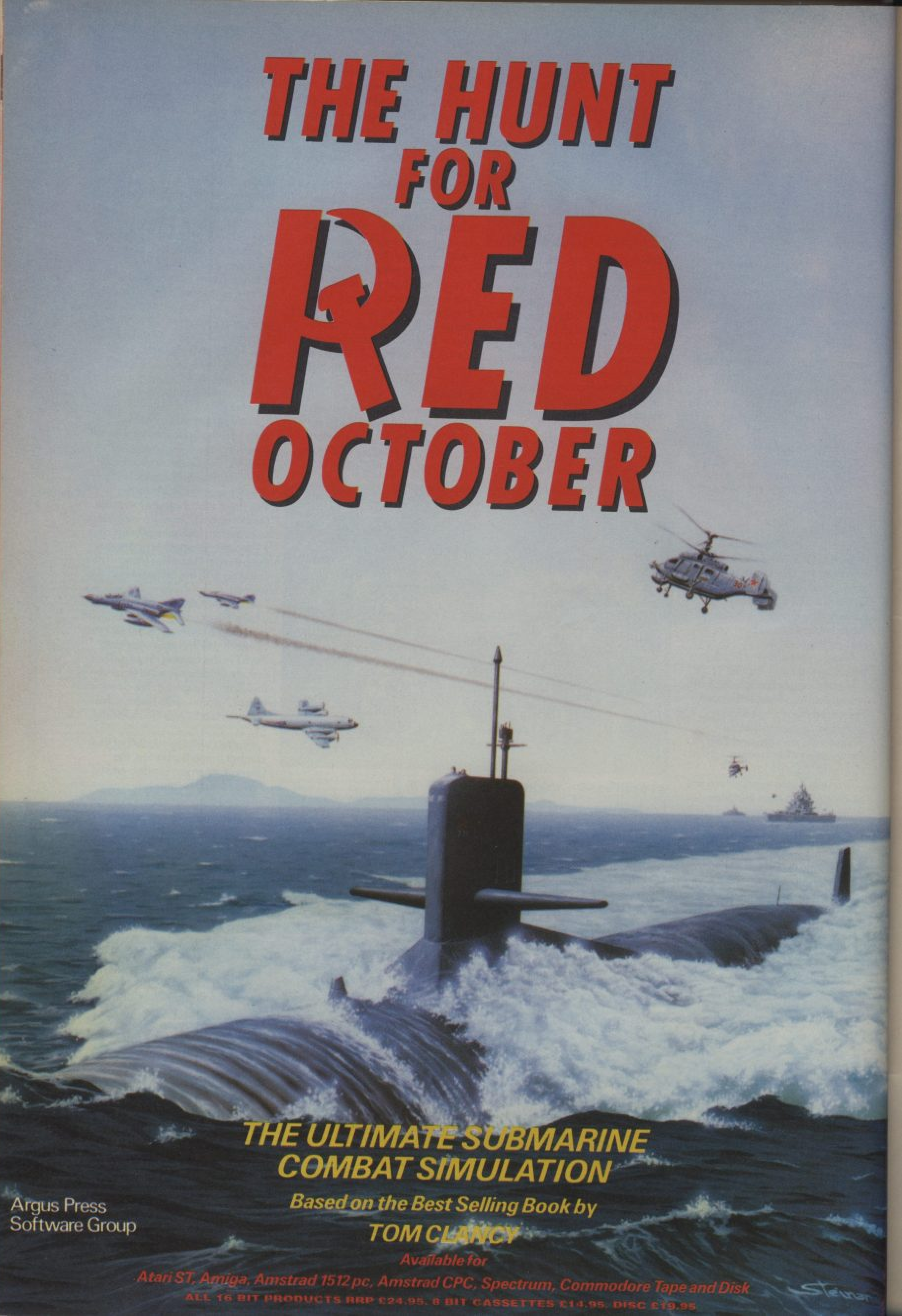
Ocean, never very far from where the action is, has announced a number of coin-op licences, most of which will find their way onto the ST in the coming months. These include Gryzar, Combat School and Rastan Saga. On the domestic front, Ocean is set to release the brilliant Head Over Heals for the ST.

Flushed with the success of their combat game Barbarian, the Ultimate Warrior, London-based **Palace Software** has now released the ST version. Plans are also afoot to launch a number of ST titles early in the New Year. These include Rimrunner, "a multi-plane scrolling shoot-em-up with a difference", and Starship, in which "you must pilot a massive starship through the uncharted depths of space".

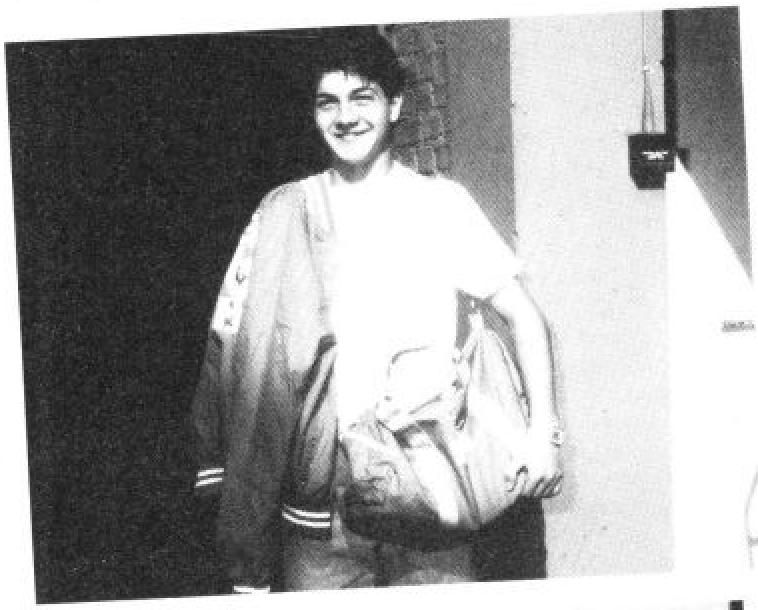
The Edge is another company moving into the ST arena with the release of Tonic Tiles. Programmed in France, this Breakout clone wipes the floor in the graphics and animation departments, and has to be seen to be believed. Others on the way include Inside Out, Garfield the computer game, Risk the board game and Warlock.

Superior Software were putting the Acorn Archimedes through its paces with **Zarch**, programmed by David Braben, co-author of Elite.

More news on this machine in coming issues.

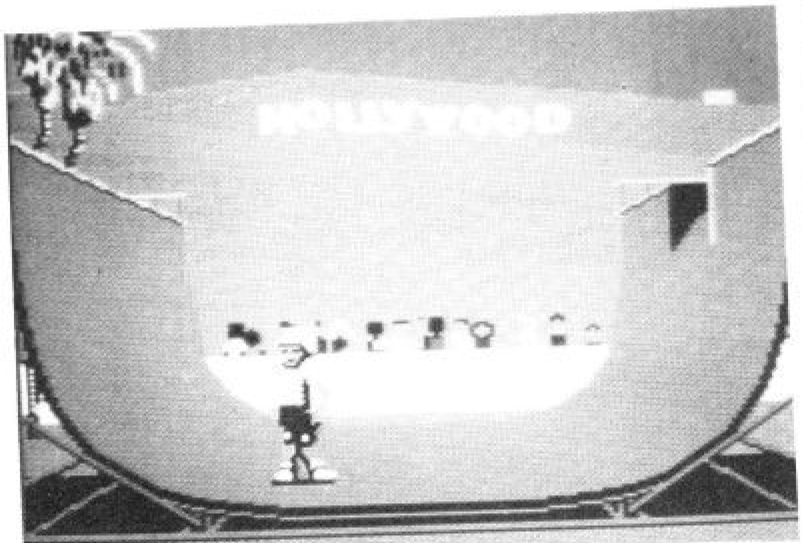

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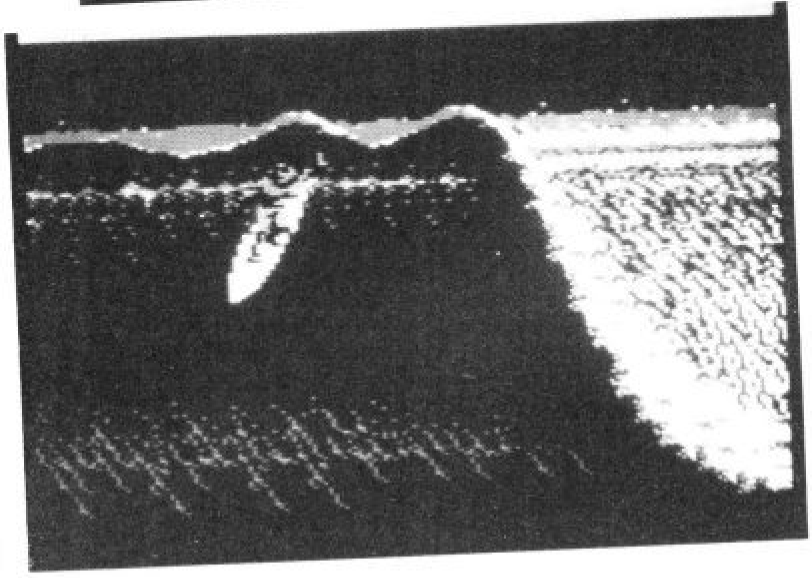
California Games Competition



Okay y'all, we can't promise you a trip to California – Stateside – but we can promise you a chance to take part in Epyx's *California Game* simulation. To find out how good you are at skateboarding, surfing, rollerskating, BMX trials or hacky-sacking (what!) just answer the questions below correctly.

The overall champ will win a Jacket, World Games T-shirt and Sports Bag to keep that lot in. Oh, and of course, a copy of the game for your computer. 20 runners-up will win a copy of the game for the C64, Spectrum and Amstrad.





1. What's the name of the world's most famous Basketball Team?
2. Name two of the players and the Captain of the European team who won the Ryder Cup this year
3. Name the quarter back wih the New York Giants, is it:
   a. Phil Simms
   b. Joe Montana
   c. Timmy Metcalfe
4. Is 'The Fridge' a:
   a. Cinema
   b. American football superstar
   c. Garry Williams
5. Who was the first American to win eight gold medals for swimming at an Olympic Games?

Name ____________________
Address ____________________
____
____

Please send me C64 ☐ Spectrum ☐ Amstrad ☐ version

My answers are:
1. ____________________
2. ____________________
3. ____________________
4. ____________________
5. ____________________

Knightmare

Knightmare is the brilliant television adventure game now stunning audiences with its technical effects and computer wizardry. C+VG's Deputy Editor, Paul Boughton, visited the television studios to see how the show is put together.

The situation is pretty dire. Brave adventurer Richard Wood faces a grim and sticky end trapped in the stomach of a monster.

"That will teach you to walk down a monster's throat," booms the deep, resonant voice of the mysterious Treguard, dungeon master of Knightmare castle.

The monster's stomach walls are pulsing. Time is running out for Richard. Safe with Treguard, Richard's three advisers are wracking their brains trying to save him.

There are two ways out. One is too ghastly to contemplate, the other is back up the monster's gullet. But how?

Then the solution! Get Richard to rub the monster's stomach with the bar of soap he found earlier. Brilliant! The trick works. The monster feels sick and Richard is ejected from the stomach, ready to continue.

This is the world of *Knightmare*, the brilliantly exciting fantasy adventure game now sparkling like a gem among the dull and tedious programmes being screened on Children's ITV.

Miss it at your peril. This is probably the only truly innovative show on TV right now, involving the problems of an adventure game combined with the graphical and technical wizardry of hugely powerful computers, drama and special effects.

Anglia TV has made only eight shows and these are now nearing the end of their run. Hopefully, the powers which control television will give the go-ahead for another series.

Those who have already seen the show will probably be itching to get their hands on the *Activision/Electric Dreams'* computer version of the TV show which should be out soon. But for those who haven't yet been exposed to the magic of *Knightmare*, here is what all the fuss is about.

Teams of adventurers aged between 12 and 14 take up the quest to explore and survive in a computer-created world of fantasy. The aim is to survive for as long as possible — and that may mean over several of the thirty minute shows.

One player from each team of four — the adventurer or Dungeoneer — goes into the dungeon to face the perils and puzzles. He wears the Helmet of Justice which severely limits what he can see. In fact, he can only glimpse the floor. The others stay behind with the Dungeon Master to watch his progress on a television monitor and relay instructions to him by a radio-link.

When I visited Anglia Television in Norwich to see *Knightmare* being filmed, the adventurer was Richard Wood, 12, and the three advisers were Edward Halliwell, 13, Jonathon Morley and Paul Knight, both 12. The boys all attend Queen Elizabeth Grammar School in Wakefield.

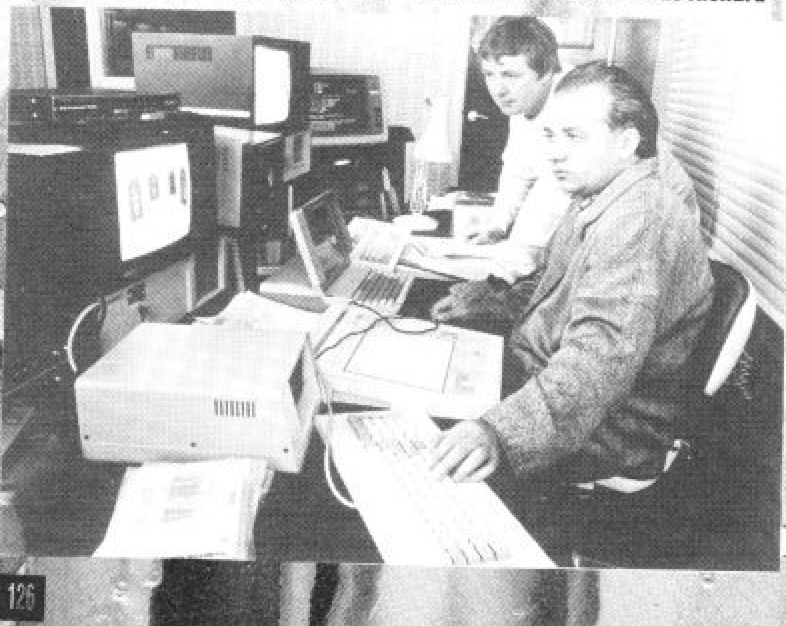
They had survived the perils of the first level of *Knightmare* and had embarked on the second level, having coped with huge scorpions, nerve-fraying skeletal monsters, solved riddles, collected food and cast a few spells.

Knightmare was devised and written by Tim Child whose full-time job at Anglia is a news producer. But it was his interest in computer games from his spell as presenter of *The Soft Spot*, a local computer programme, which sowed the seeds for *Knightmare*. It's taken him two long years to convince the television companies that the *Knightmare* idea was viable and would attract a devoted following.

He says: "A true role-playing adventure game should never play the same twice. A lot of adventure games are based on mapping and solving a dungeon or some other sort of maze. This just wasn't good enough for a TV series. Once a good team worked out the correct route they would have cracked most of the problems. And worse still, so would the viewers.

"Contestants won't escape from the *Knightmare* dungeon that easily. For a start it's irrational — it keeps shifting and changing. And the perils and puzzles change with it."

This constant change can only be realised by the use of the sophisticated computer trickery. Conventional studio sets would be "too restrictive," says Tim.





– A dream come true



He insists *Knightmare* owes more to computer adventure games rather than straight role-playing games such as *Dungeons and Dragons*.

"I'm a games player", he says, "but not *Dungeons and Dragons*. I played it for half-an-hour once but I don't have five hours to spare. It doesn't fit into my life-style."

He continued: "I admire computer programmers, people such as Steve Turner (*Dragontorc*, *RanaRama*) who do their research property." He rates Turner's *RanaRama* as far superior to *Gauntlet*. "My sons reckons I'm the only over-40s arcade champ going."

It is really only possible for a show such as *Knightmare* to appear on television due to the technical advances in computer trickery.

The man behind the graphics is Robert Harris, who spent hundreds of hours creating the mystical maze and special effects.

In the control room next to the studio he uses two Spaceward Supernova computers to change scenes, control apparitions and the surprises which confront the adventurers. But before you rush out to try and buy a Supernova, you'd better know that they cost around £50,000 each.

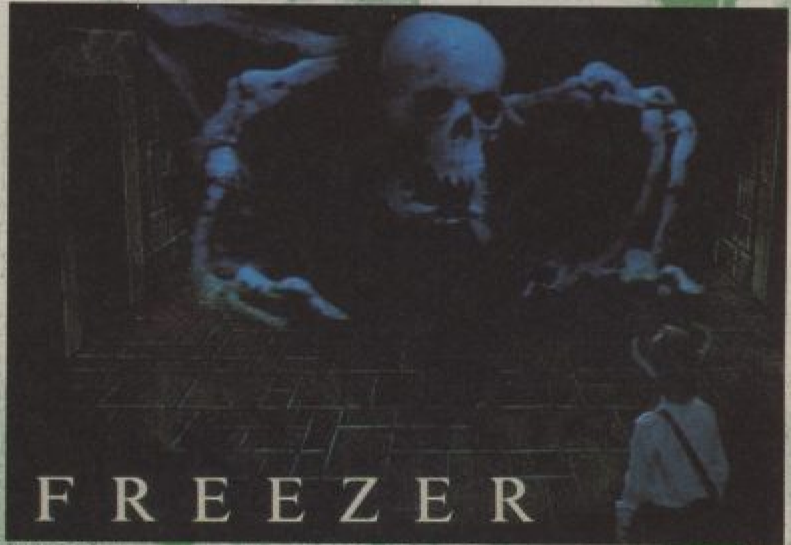
The backgrounds were originally painted by artist Dave Rowe. The pictures were then digitised, ammended, relit and merged on the Supernova. Models of monsters were also made, photographed, digitised and then animated.

When all this is combined with the live action, the effect is breathtaking.

But it is all brilliantly executed illusion. The adventurers never see how the effects are done while playing the game because this would ruin the atmosphere.

A technique known as Chromakey allows all the different elements of *Knightmare* to be merged into what you, the viewer, and the adventurers see.

It works roughly like this. Richard, or the other adventurer, is placed in a studio which is totally pale blue in colour, with various objects or actors, if they are included that particular scene.









The helmet he wears means he can only see the floor. He must rely on his advisers totally for help and directions.

In the control room he can be seen on a monitor. On another monitor are the computer graphics, backgrounds, animations, etc. These two pictures are overlayed and it is this united image which is shown to the three advisers. So for them the adventurer actually appears to be in a monster's stomatch, stone corridor, or dungeon with hideous monsters and strange creatures. Neat, eh?

In another studio the advisers and Treguard are filmed and these shots are later slotted in to the action.

One false move or dodgy advice from the advisers can put the adventurer in deadly peril. One wrong wrong action and the game is over. And the game is for real. The adventurers can do what they like. They are not given any warning of what can happen.

As Hugo Myatt, the actor who plays Treguard, says: "My biggest problem is not knowing what the adventurers are going to say. It's not just a challenge for them, it's a challenge for the actors as well — we've got to be quick enough to react and respond in the right way."

And that is *Knightmare* — a dream come true for games players. It's a pity that everybody can't have a go.

There are already enough teams to compete in the first series but you could be lucky if the TV chiefs give the go-ahead for another series. And that will only happen if the programme is supported by you.

Knightmare is screened throughout the ITV network on Mondays at 4.45pm.

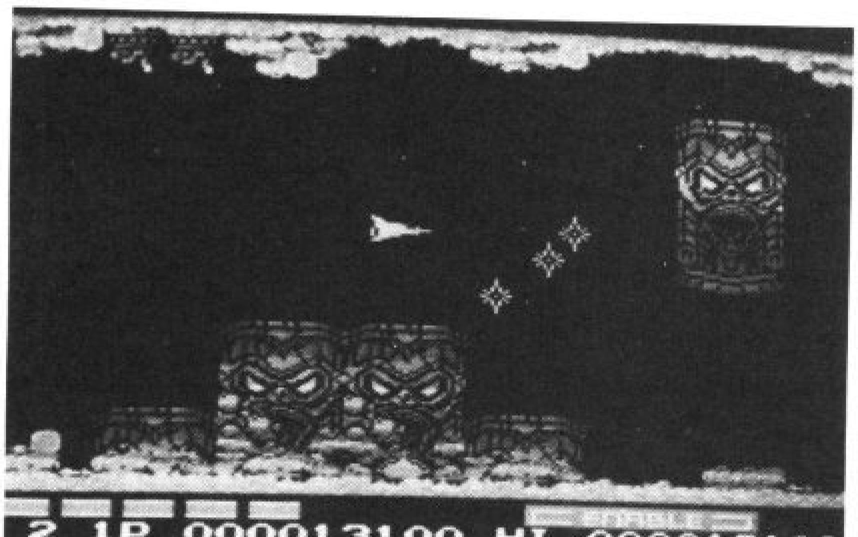


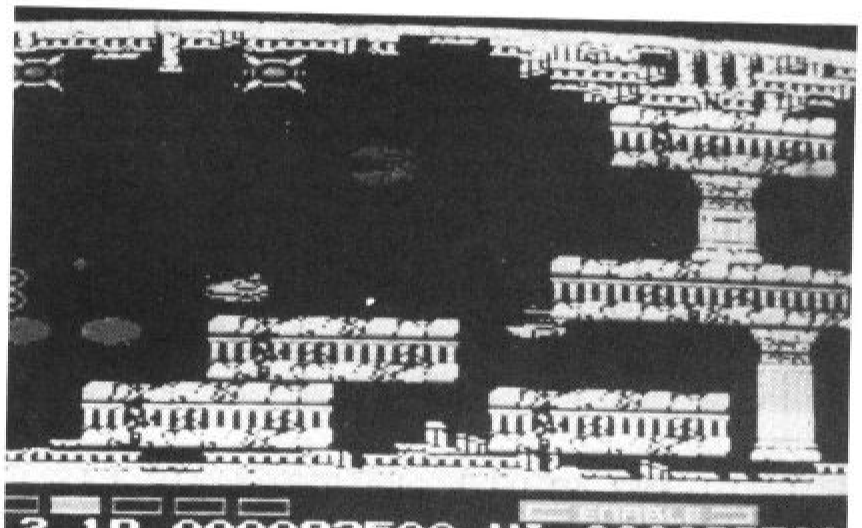


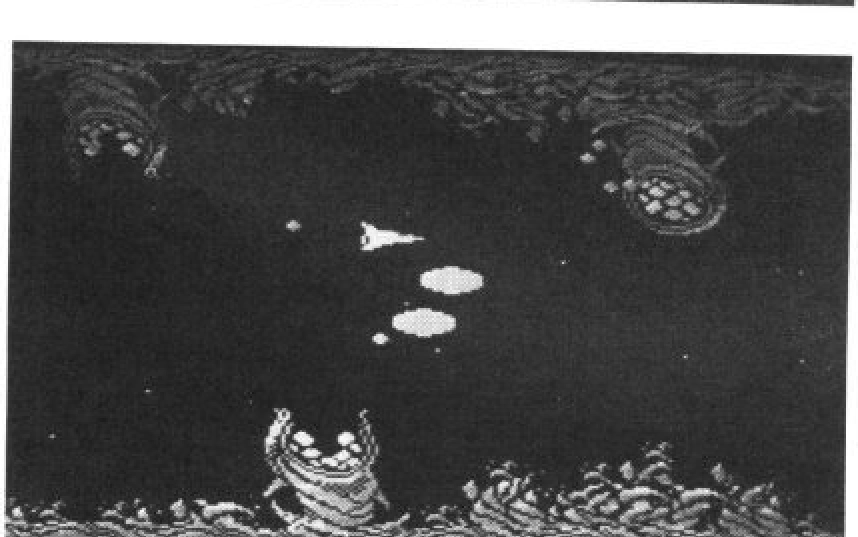
SUPER
HANG-ON
SEGA

MEAN MACHINES

Tony Takoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but worldwide. Just look at the gems in this issue — an exclusive review of Nemesis **plus a red-hot news on Nintendo games coming soon from the US/Japan. So stay with C+VG, it's where the NEWS is!**







REVIEWS

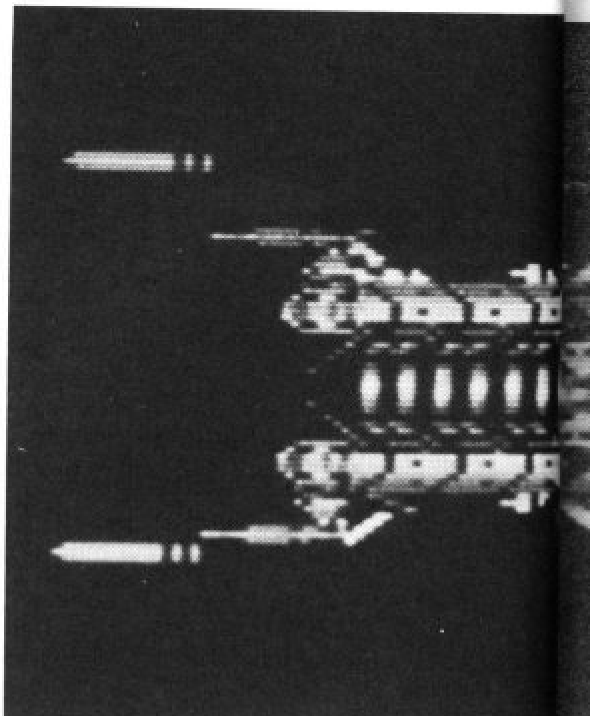
Until now I thought that MSX *Nemesis* was the definitive version. Well it's been topped by the **Nintendo** version.

The Nintendo version has all the elements of the MSX version BUT also has superior graphics and is actually more playable, as the controller has a second button allowing you to choose your weapon without a wild lunge for the keyboard.

The music and sound effects are pretty much the same, but the Nintendo has the edge over MSX.

Konami is planning to release Nintendo carts in the UK from January 1988 onwards, and they will sell for around £20-25.

Nemesis was the first game to follow in the *Defender* style and in many respects was an improvement.



The aim of *Nemesis* is to go from planet to planet, destroying aliens and taking on a mean mothership at the end of each planet.

You can beef up your armaments by shooting complete alien patterns which turn into red pods, if you collect these pods an icon at the bottom of the screen shows which weapon can be chosen.

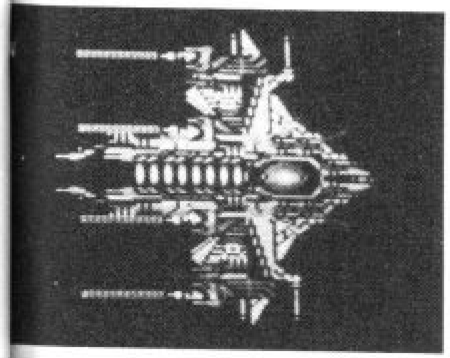
There are six weapons to choose from, speed/missile/double fire/laser/optional extra ship and force field.

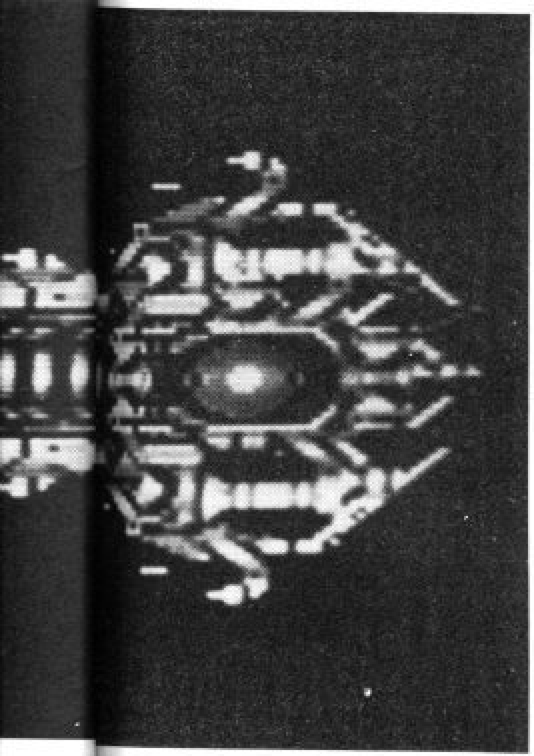
Your ship moves left to right against a very smooth scrolling backdrop, there are six planets to work through and the backdrops get ever more colourful and detailed.

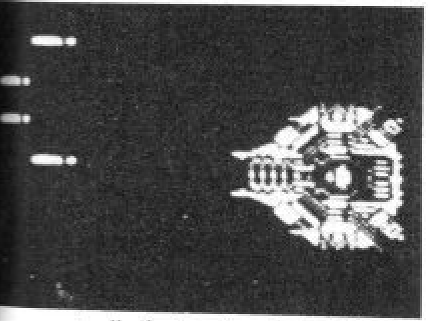
They range from mountains to metallic mazes to stoneheads spitting polo rings — these are vicious — at you.

I also discovered an extra life hidden away on level one! I am not sure whether this is in the arcade version, but as with many Japanese games there are usually lots of hidden touches.

The Nintendo version moves along at a hectic pace and is







actually faster than its MSX counterpart.

There are some dynamite games coming up for the Nintendo, and as good as it is, *Nemesis* is barely the tip of the iceberg!

● **T.T's Thrill Rating** 9

NEWS

● The **Nintendo** is the biggest selling games console in the world with around eight million units in use. In Japan it is called the Famicom — Family Computer — and has been around for several years. The time will come when UK software houses will start writing games for the machine — at present Nintendo issues licences for third party software and initial shipouts are said to be around one million units for a new game.

The reason for me spelling out the above is that there is a development system for the Nintendo currently in use. It's the Commodore 64 with an interface board — so those UK Nintendo games could be with us sooner than you think.

● Just when you thought it was safe to switch on your **Nintendo** along comes **Jaws** from the hit movie series! Yes, the monster shark is out to get you yet again!

● All you **Ikari Warrior** fans can sleep soundly at night as we can report that the game should be selling in the UK early next year.

● I love a good session on **Spy Hunter.** The **Nintendo** version is set for the Japanese market and hopefully we will get it soon after!

WIN THE NEW SEGA JOYSTICK!

The only thing wrong with the new **Sega System** is those fiddly control pads! Come on, you've been thinking that for some time haven't you? Don't try to fool me. Well, TAX can answer all you problems. Five C+VG readers' problems at least. Thanks to **Mastertronic** we can offer FIVE of these spiffy new **Sega** sticks to the winners of this month's neat mini-competition. To win, all you have to do is answer three simple questions, fill in the coupon and rush it to *Computer and Video Games,* Sega Joystick Quiz, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th. So get cracking! Here are the questions:

1. Which team won the International Arcade Championship at the Personal Computer World Show?
2. Name the manufacturer of the current arcade smash Afterburner.
3. Name a member of the US National Video Game Team.

All these answers can be found in THIS issue!

TONY'S TIPS

I am absolutely hooked on Super Marios Bros on the Nintendo, but one thing that was really bugging me (as all you SMB fans will appreciate) is that at the end of certain waves there is a mysterious bonus given with either 1, 3 or 6 fireworks going off (each firework gives a 500 point bonus).

After having battled my way to level 7-4 (WITHOUT warps) and having made 4 pages of notes I finally cracked the thing.

To get the firework bonus you have to time your leap from the tower to the flagpole so that the last digit on the TIME guage is either a 1, 3 or 6.

TONY'S TOPSCORE CHALLENGE

Reckon you can beat my top scores? Well, here's your chance. I am throwing down the gauntlet to all you video addicts and challenging YOU to a head to head top score battle!

It doesn't matter what games system you own — all I want to know is your top score on your fave game, the level you've reached and any tips or tricks you've discovered.

Each month I'll put the best scores together and pick the winner — who I'll challenge to a battle of the giants at T.T.'s Games Tower in the heart of London!

Send your hi-scores in on the coupon below.



C+VG SEGA JOYSTICK COMP

Name ____________

Address ____________

____

My answers are: 1 ____________

2 ____________ 3 ____________

T.T.'s TOP SCORE CHALLENGE

Name: ____________

Address: ____________

____

Game: ____________ Machine: ____________

Score: ____________

SEGA RELEASE SCHEDULE TO NOVEMBER 1987 — UK

HARDWARE

Master System Console Unit	£99.95	August
Light Phaser + Combo Cartridge	£44.95	August
3-D Glasses + Adaptor	£49.95	October

SOFTWARE

My Hero	£14.95	August
Ghost House	£14.95	August
Transbot	£14.95	August
Super Tennis	£114.95	August
Spy Vs Spy	£14.95	August
Choplifter	£19.95	August
Black Belt	£19.95	August
Action Fighter	£19.95	August
Pro Wrestling	£19.95	August
Shooting Gallery	£19.95	August
Fantasy Zone	£19.95	August
Space Harrier	£24.95	August
Rocky	£24.95	August
F-16 Fighter	£14.95	October
World Soccer	£14.95	October
Astro Warrior/Pit Pot	£19.95	October
World War 3-D	£19.95	October
Out Run	£24.95	October
Teddy Boy	£14.95	November
The Ninja	£19.95	November
World Grand Prix	£19.95	November
Zaxxon 3-D	£19.95	November
Enduro Racer	£24.95	November
Quartet	£19.95	Unannounced
Wonder Boy	£19.95	Unannounced
Ghostbusters		Unannounced
Alex Kidd in Miracle World		Unannounced
Rambo		Unannounced
Zillion		Unannounced
Woody Pop		Unannounced
Gangster Town		Unannounced
Great Baseball		Unannounced
Great Ice Hockey		Unannounced
Great Volleyball		Unannounced

SEGA JAPAN/US RELEASES

Great Basketball	August
Great Golf	August
Missile Defence 3D	August
Out Run	August
Alien Syndrome	September
Fantasy Zone 2	September
Monopoly	November

NINTENDO GAMES CATALOGUE — UK

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Donkey Kong 3	£19.99
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Popeye	£19.99
Gumshoe	£19.99
Trojan	£19.99
Donkey Kong Jnr Math	£19.99
Ninja Kid	£19.99
Chubby Cherub	£19.99
1942	£19.99
Commando	£19.99
Ghosts 'N' Goblins	£19.99

NINTENDO RELEASE SCHEDULE — MAY 1987 JANUARY 1988 (JAPAN/US)

Castlevania	May
Ikari Warriors	May
Family Fun Fitness	June
Athena	July
Double Dribble	July
Legend of Zelda	July
Mighty Bomb Jack	July
Rygar	July
Section Z	July
Solomon's Key	July
Stadium Events	July
Arkanoid	August
Deadly Towers	August
Elevator Action	August
Kid Icarus	August
Legend of Kage	August
Loderunner	August
Metroid	August
Raid on Bungling Bay	August
Spelunker	August
Star Voyager	August
3D Battles/World Runner	August
Goonies Two	September
Kid Niki	September
Makai Island	September
Psycho Soldier	September
Ring King	September
Side Arms	September
Sky Kid	September
Speed Rumbler	September
Spy Hunter	September
Sqoon	September
Star Force	September
Stinger	September
Victory Road	September
Winter Games	September
Breakthru	October
Karnov	October
Punch Out	October
Renegade	October
Adventure of Link	November
Aerobics	November
Gotcha	November
Gunsmoke	November
Jaws — The Revenge	November
Top Gun	November
Karate Kid	December



Can you fight your way through ancient Rome, keep an American town free from crime and rescue a spaceship from the grip of an alien army? *Clare Edgeley* tries her best while managing to report on the most recent arcade sensation — *After Burner*. It's a game that can quite literally cost you an arm and a leg!!!

AFTER BURNER

Fasten your seatbelt for the ride of your life in Sega's *After Burner*. Guide your plane through war torn skies, loop the loop to avoid enemy missiles, slip right and then hard left to shoot down the enemy planes. The action is there – but can you cope with it?

Following hot on the heels of *Out Run*, Sega has definitely come up with the goods again. Stuffed full of electronics, this fabulous game flings you in four directions to simulate the movement of your jet aircraft. Forward and backward movements are combined with stomach churning jolts to the right and left as your plane dives and wheels through the air, always looking for a new target.

Shades of *Lock-On* creep in. Your sights will enlarge when locked onto enemy craft and this is the time to let loose a deadly homing missile. These are limited, so trigger happy cowboys won't get very far. Your joystick contains a trigger in the handgrip for laser cannons, and on top is the missile button. They are not easily confused, thank God!

Sitting in your bucket seat, the view on screen is of the back of your plane with the enemy aircraft zooming straight towards it. Tiny black dots in the distance grow rapidly into squadrons of enemy jets. Clusters of missiles mushroom at alarming speeds. Instant evasive action must be taken to avoid these, and slipping sideways while looping the loop is one such successful tactic.

There's no time for a breather in the early screens, the planes come thick and fast, and your cannons almost glow from the fire discharged. Flying from one level to another is instantaneous, the only difference being the change in the landscape. The ride is just as hair-raising.

Crashing can be almost as fun as flying, except for the knowledge that your lives are ebbing away. If your jet recieves a direct hit, it merely explodes into a ball of flame. However, if it's hit by sharpnell, smoke will pour from the engines and it'll go into a death dive, eventually hitting the ground and ploughing a long furrow before juddering to a halt. There's absolutely nothing you can do to save it, except hang onto your seat as the cabinet finishes shaking.

Level three gives you your first chance to relax as inflight refuelling takes place. A large plane hovers over your jet and a hose snakes down to link into your fuel system. In no time at all it's over and you're back on the beat. If possible the action starts to get more fierce and so much time is taken with dodging missiles that you have little time to shoot down the enemy as they scream down on you.

It's just as well there's a continue play option because dying is a hell of a lot easier than flying, and keeping alive and in one piece is a bit of a problem. And you'll find *After Burner* really hits you where it hurts – right in the pocket. At £1.00 a throw, it's not a cheap way of relaxing, if you can call this roller coaster ride relaxation. The problem lies with the machine itself. With so much time and technology spent in designing the game, cabinet and movement the actual machine costs a bomb causing the price per game to rise. It stings, especially when you want 'just one more go' and then realise you haven't even got enough left for the bus fare home. Obviously the price per game depends on the individual arcade owner, and perhaps in the seaside resorts it'll be cheaper. Time will tell.

On with the flight. Level six is a stunner. Having flipped quite happily from scene to scene with no trouble, to find yourself in a maze of rocks is a disaster. Freedom of the skies is a phrase of the past. There's only one way to go, and that's to follow the passage. I felt the need for a brake pedal at this point! To hurtle down a passage, never knowing when the next bend is going to appear, or indeed how sharp it'll be, is a terrifying experience.

Suddenly you're out in the open and the joy of being able to zoom up into the skies! More planes scramble into attack, enemy missile cover is even heavier and then the sirens start to wail. Red lights flash on inside the cabinet. I thought they were just there for decoration. The sound breaking out from all sides fills you with urgency.

Words can't do *After Burner* justice – you'll just have to give it a shot. Though the price is a real pain, stake a couple of quid on it and go for the flight of your life.









XENOPHOBE

A *Xenophobe*, according to the dictionary, is a person with a morbid dislike of foreigners. I suppose that could include aliens too.

Bally Midway's *Xenophobe* is a three player game and is a straight take-off of the movie *Aliens*. The screen is split horizontally into three and each narrow section scrolls from left to right. As new players join in, their respective sections burst into life. At ten pence a go, it's got to be one of the cheapest games around.

The idea of the split screen is nice, though it's not entirely successful – the playing areas are too narrow. In fact, I found the whole game distasteful – from the squelching, slurping sound of the aliens, the slime dripping off the walls, and the eggs which hatch as you pass through the incubating rooms. Graphically, the artists have done a good job, the aliens look, act and move as they do in the film. Yuk!

You can actually band up with your fellow players and blast away in harmony. If you should end up in the same room as one of your partners, both your characters will appear on your respective screens. That way, if one of you should lose your weapon, the other will be able to keep the aliens at bay.

The whole idea of the game is to rid the spaceship of aliens and pick up valuable hardware to activate the ship's computers. Or so it says in the instructions. I found lots of hardware, but didn't even get a peek at a computer. Each time an alien grabs you, your life points decrease, though you can pick up objects to restore them to healthier levels. Watch out, though, for poisonous potions.

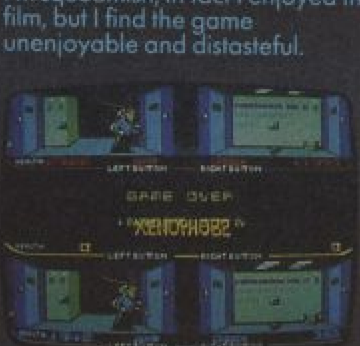
Picking up objects can be a pain. Your joystick is equipped with a trigger for your gun and two thumb buttons. One button makes your character stand up or crouch down, the other lets him pick up objects. To pick something up, you've got to first crouch and then press the other button. When you've got hoardes of disgusting aliens flinging themselves at your throat, it's not always easy to remember which button does what.

If you've seen the film, you'll remember the eggs in the incubation rooms and how tenacious the baby aliens are. And you'll also remember how full size aliens just launch themselves at you with teeth bared. The same happens in the game. Larger aliens leap across the room at you and the little monsters leap onto your legs for a good chew.

Your gun is of some use against the eggs and younger monsters, but the older ones are more tenacious, and several shots will be needed to kill them. Unfortunately, you rarely have time to fire several shots. By the time one's dived for your throat, you'll have dropped your gun. If there isn't time to pick up again, you'll have to go unarmed for a while until you find another one. Luckily, there are lots around and getting hold of a new one isn't too much trouble.

Always stand up if you want to move quickly, crawling along the ground is painfully slow. The only way to get through a room quickly is to jump through it. At least this way you can jump over any lurking aliens as well.

I wouldn't recommend *Xenophobe* to anyone. It's not that I'm squeamish, in fact I enjoyed the film, but I find the game unenjoyable and distasteful.





APB

APB – All Points Bulletin – is a whacky and humorous cartoon style game from Atari.

First, the practice run. Prove what a dab hand you are at playing the cop by 'apprehending' a load of traffic cones. To do this, whizz round a circuit and when a cone appears 'apprehend' it by touching it with your siren sights. These appear when you touch the siren button and sit some way in front of your patrol car. This way you avoid collisions with other cars. In fact, should you collide, you'll be given demerit points.

So, put yourself in the shoes of a bumbling American cop and see how much mayhem you can cause to the unsuspecting civilians of Yuppieville. Your first task on Day one is to dole out tickets to carloads of hippie litterbugs as, with not a care in the world, they whizz round in their pink cars.

Using your siren sights, move up behind them and crease up at the verbal GBH they give you. The quality of speech in *APB* is excellent. And when the other characters aren't yelling at you, speech bubbles with unprintable (*!$!) abuse appear.

The hippies are fairly easy targets for the first day, though there are a set number to catch and there's not much time. Especially when you keep getting run over by trains on the level crossing.

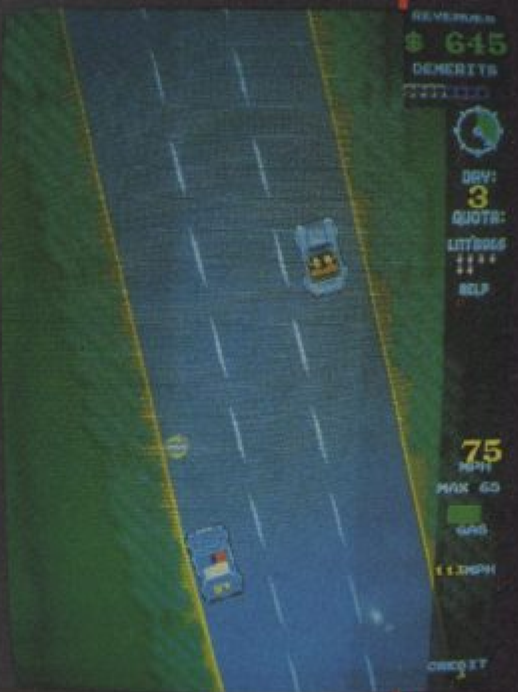
Hunger pangs grab you around mid-day and it's time to pull over for a doughnut. These delicious morsels slide into the path of passing cars and you must time it to run over the doughnut as it makes its brief appearance. Bonus time is given for every doughnut you chomp.

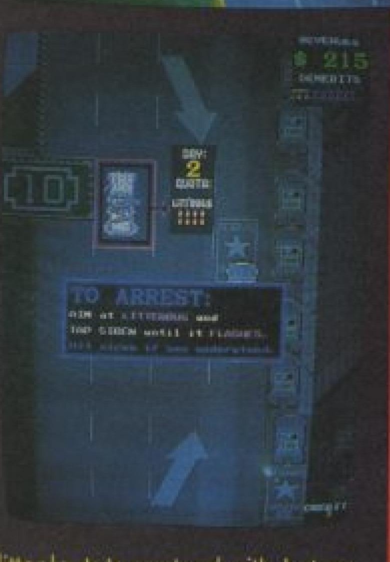
You need the armour protection when you trifle with Freddy Freak on Day 2. Unfortunately, you can't pick up a gun until Day 4, but that doesn't stop Freddy throwing sticks of dynamite your way. Your brief is to ram him off the road and take him to the station for interrogation. Easier said than done.

Back at the station, they're not pleased. How the hell are you to arrest Sid Sniper, Hans Oop and Fake if you can't deal with an old snitch like Freddy Freak. The other cops aren't sympathetic and you're shown a great cartoon of them dragging you out of your car, giving you a couple of whacks and chucking you into a trash can. Nice friends you've got!

Later scenes are crammed with jobs for the day. You've still got the litter louts to contend with, but on top of that, there are loads more jobs to be done. And apprehending the villains is no easy job.

APB grows on you. It can be hilarious and, at times, utterly frustrating. There's masses going on, the cartoon graphics are great and the speech amongst the clearest I've heard. So if you hanker after a spot on the beat, turn on your siren and give it a whirl.





ARCADE ACTION

BATTLEFIELD

Modern day space traveller versus Roman Centurions is the theme for SNK's *Battle Field*. And battle it is, every step of the way.

Battle Field is a straight shoot-out with tribes and armies from several historical eras. Equipped initially with a laser rifle, you must shoot your way through each level, to rescue a lost time warrior.

The Romans are first on the list and advance towards you in formation, shooting arrows with haphazard frequency and using their shield to deflect your shots. Dodge the rain of arrows, and try to nip round to the Romans' unguarded sides. Shooting straight at their shields wastes time and effort as several hits are needed before they explode with a satisfying thunk.

This first scene is inside a palace of some sort with the Roman's running riot. Arrows fly from all directions, and kill instantly. Bumping into the skurrying armies isn't much help either, one touch and you're dead. Your best mode of defence is to pick up a new weapon when dropped by a dying Centurion. Why Roman guards should be carrying space age weapons is anyone's guess, but they're useful all the same, whether they emit long range laser bolts, or a fan of machine gun fire.

As you move on through the palace you'll notice a strange un-Roman object glowing in a corner. Hop into that and you'll be transported instantly to another time and place. If you leave it you'll come up against an Egyptian God, which is a huge sprite blocking the exit. It throws pulsating green balls at you which are fairly easy to dodge, but you've got to hang on in there to kill it. Lots and lots of shots are needed before it too explodes, and if you've got a super-weapon the job's made that much easier.

Next you've got to shoot out a block of palace wall to escape to the outside and more skirmishes with the Romans amongst boulders and greenery.

Had you stepped into the space craft you would have found yourself in a more modern era, up against a conventional army equipped with ordinary guns and just as lethal ordinary bullets. The game play is much the same, as you thread your way carefully through this smoothly scrolling landscape.

If it hadn't been for the continue play facility I'd have given up in disgust. That would have been a pity because *Battle Field* is entertaining and there must be an easier way to get rid of the obstacles at the end of each level.

Once the tank disintegrated in on itself, a stunned and bemused lost time warrior emerged. One down and lots more to go.

You're instantly transported through time to another era – this time Primitive Age in which early man is armed with guns and backed up by troops from this century. All very amusing, but I think SNK has got its historical facts in a twist.

Battle Field isn't going to shake the world but it's no walkover and offers quite a challenge.



UK COIN-OP HIGH SCORES HALL OF FAME

Nemesis	1,195,500	Paul Ashworth, Plymouth, Devon
TX-1	289,000	G Whittingham, Birmingham
Road Runner	2,000,000	U.S., Bristol
Gauntlet	5,867,911	Jeremy Walt, Cornwall
1942	12,673,430	Bigs, Farnworth, Bolton
Marble Madness	208,340	Martin Deem, Hants
Return of the Jedi	2,250,310	Martin Deem, Hants
Do Run Run	1,605,100	Adam Mastromarino, Bristol
Star Force	3,315,000	R Jones, Star Games, Dyfed
Buggy Boy	103,200	Peter Huesken, Holland
Super Mario Bros.	2,702,800	Martin Deem, Hants
Hang On	49,658,320	Martin Deem, Hants
Commando	1,600,320	Bev, Farnworth, Bolton
Choplifter	2,938,810	Raz, Hove, Brighton
Bomb Jack	16,424,000	Matti Javelin, Finland
10 Yard Fight	480,050	Brett Caines, Bristol
Track & Field	7,899,500	Nick Roberts, London
Tazzmania	2,300,000	Gary Spencer, I.O.W.
Robotron	368,950,000	P Coles, Cardiff
Pole Position	110,545	Matthew Bryden, Kent
Pac-Man	6,400,000	Darren Hall, Romney Marsh, Kent
Mr Do	10,000,000	Peter Huesken, Holland
Mr Do's Castle	679,720	Lee Taylor, Lancs
Elevator Action	149,000	Peter Huesken, Holland
Dragon's Lair	993,920	Lee Taylor, Lancs
Defender	2,000,000	Gary Spencer, I.O.W.
Flying Shark	1,011,810	Gavin Davies, Swansea, W Glam
Flicky	9,990,990	Neil & Steve, Farnworth, Bolton
Arian Mission	2,213,790	Phil, Farnworth, Bolton
Haley's Comet	1,574,000	Paul Clare, Leicester
Legendary Soldiers	652,000	Pete, Farnworth, Bolton
SkyKid	496,000	Bev, Farnworth, Bolton
Pinball Action	2,400,180	Andy, Farnworth, Bolton
Soldier of Light	1,832,640	Paul Benford, Kettering
Psycho Soldier	182,200	M Hylands, Starburst, Bridlington
Psychic 5	2,746,100	N Watson, Starburst, Bridlington
Turbo	13,945	S Morley, Starburst, Bridlington
Side Pocket	48,500	P Bolton, Starburst, Bridlington
Dark Mist	38,660	P Bolton, Starburst, Bridlington
Top Secret	40,170	M Hylands, Starburst, Bridlington
Exeriser	84,100	Zak, Starburst, Bridlington
Rastan Saga	30,450,010	Manish Ragvarni, London E8
WEC Le Mans	16,260,150	Keith Bradley, Blackburn, Lancs
Rush and Crash	140,200	Simon Lennox, N Ireland
Karnov	855,540	R Hastings, Starburst, Bridlington
Alien Syndrome	514,000	Martin Deem, Hants
1943	2,147,200	Mel, Swansea, West Glamorgan
Shadowland	105,000	S Hylands, Starburst, Bridlington
Flak Attack	246,100	S Coles, Starburst, Bridlington
Last Mission	243,600	T Craggs, Starburst, Bridlington
Fast Lane	365,740	Rat, Starburst, Bridlington
Cobra Command	100,000	Alredo Garcia Rodriguez, Spain
Combat School	247,680	M Jennison Starburst, Bridlington
Defender	6,500,430	Bev, Farnworth, Bolton
Alien Syndrome	305,000	Darren Hall, Romney Marsh, Kent
Speed Rumbler	198,000	Paul Clare, Leicester
Darius	4,293,600	K Bradley, Blackburn, Lancs
R-Type	673,900	K Bradley, Blackburn, Lancs
SDI	2,101,820	K Bradley, Blackburn, Lancs
Rock 'n' Rage	12,754,900	K Bradley, Blackburn, Lancs

1)	**1942**	Capcom
2)	**Wonder Boy**	Sega
3)	**Bubble Bobble**	Taito
4)	**Arkanoid**	Taito
5)	**Pacland**	Namco
6)	**Rygar**	Techmo
7)	**Ghosts 'n' Goblins**	Capcom
8)	**Terra Cresta**	Nichibutsu
9)	**Express Raiders**	Data East
10)	**Choplifter**	Sega

The Top Ten is compiled by Euromax and shows the most popular games nationwide.

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ER LIKE THE OLYMPICS, LOT SILLIER.

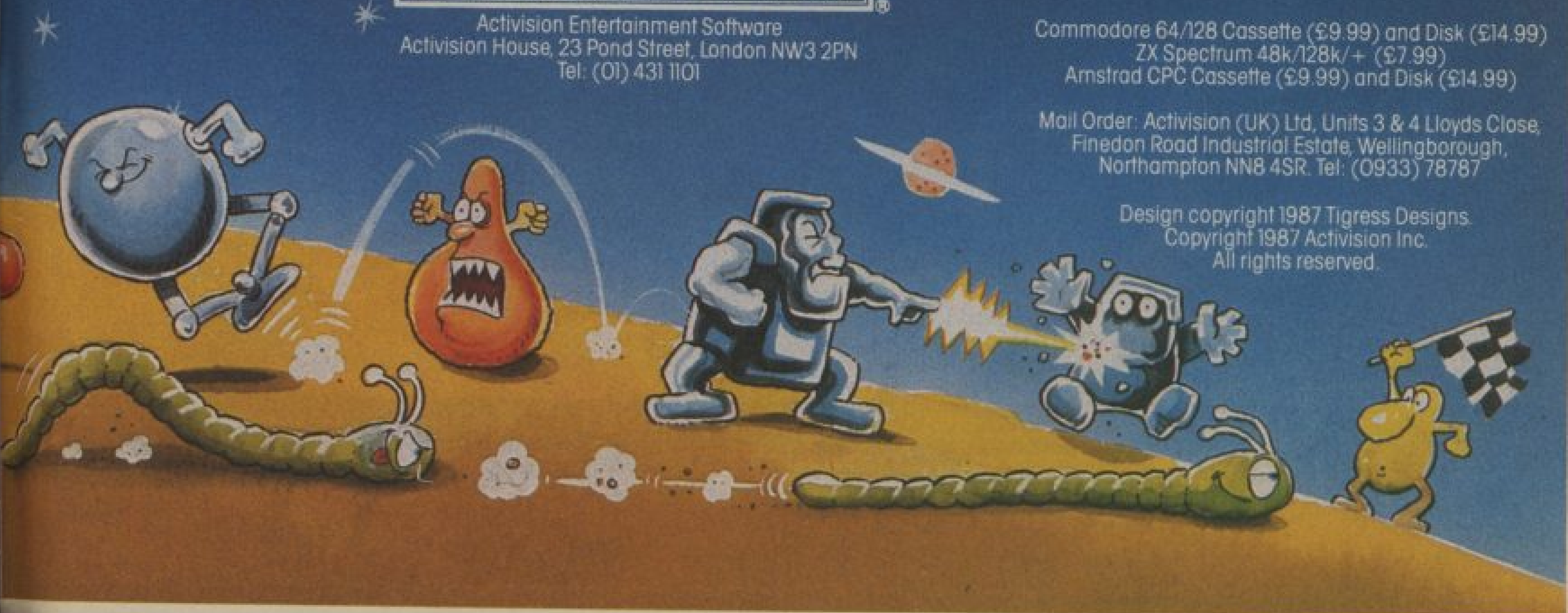
ctic sport. But this time the Competitors are bred for the events.
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of bizarre athletic events.
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ph marathon, space hockey and slither.

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Wayne's Play by Mail

I would like to start off by apologising to all the readers for the state of my column in the September issue of this mag. It was cut more times than one of Jack the Ripper's victims! All the relevant info, about the game I reviewed, **HeroPress**, went missing.

To set the record straight the main game reviewed, *Heropress*, a P.B.M. where you play the part as yourself as a super hero or super villain, usually costs £5.00 to start up, with further turns costing a very reasonable 60p plus s.a.e. However, anyone who writes in to me, with the above logo not only gets to start up, but also: 10 Free Turns, worth £6.00; The HeroPress source book; The Gauntlet comic book AND the latest copy of the HeroPress newsletter.

For the record the source book tells you every thing you need to know about the campaign world, superheros in general and how to create a new character.

The comic book is a short comic book featuring some of the characters in the game and what happened to them. The newsletter contains all the up-to-the-minute news and gossip from the game.

The artwork in all cases is brilliant and well worth a look. For a further in depth review, see the September issue of C+VG. Interested in playing this game? Then please write in to me, making all cheques and P/O's payable to Mr T. Knight.

Please note that if you intend to apply for more than one offer on this page you MUST send the appropriate number of S.A.E.s required – ONE for EVERY offer that you apply for. If you don't, you will only receive the first offer you have requested.

● The first bit of important news is that after a long wait, the B.P.B.M.A. Guide to P.B.M. is finally ready. It is packed with info on P.B.M., plus hints, tips and the names and addresses of various major P.B.M. companies.

There are articles on how to play different types of P.B.M.s, advice about starting up your own P.B.M. if you intend to, a glossary of P.B.M. terms, as well as a run down of all the major companies.

There are also full details on how to join the P.B.M.P.A. (which is now a branch of the B.P.M.A.), it's aims and rules as well as various offers from companies when joining it.

Now how much are we charging for all this. **Absolutely nothing** is how much!

So if you are interested, please send me a large S.A.E. and I will forward you a copy immediately. There are only approximately 1,500 copies available, so they will be issued on a first come first served basis, and 250 are reserved for overseas players because their letters take longer to reach me. Who says that I don't look after foreign players?

● The Third **British P.B.M. Convention** is now a reality. I can confirm that it will take place at the same venue as last year, namely the **Porchester Centre**, Queensway, London W.2. on the 20/2/88 between 10.00 a.m. and 5.00 p.m. The entrance fee is £2.00.

C+VG readers can take advantage of a money saving offer by purchasing advance tickets for the convention via this column at a greatly reduced price. Tickets are available NOW to all C+VG readers in advance at the reduced price of £1.50. All you have to do is send in to the mag an S.A.E. and the above logo to this column plus a cheque/postal order for £1.50 made payable to The British Play By Mail Association, and I'll send you your ticket. There's the distinct possibility of a sell-out. So it could pay to get in early!

● On with the news and gossip of the meets. Last month there were four P.B.M. meets and I managed to get to three of them despite them being scattered all about the country. The first one up was the London monthly P.B.M. meet.

This was the usual combination of organised chaos and drunken banter. About 150 people turned up.

Next on the agenda is the **K.J.C. Games** *It's a Crime* meet in Blackpool. K.J.C. hired a large marquee and placed it on the promenade and this acted as sleeping quarters and meeting place for the people who turned up.

There was a constant supply of tea and coffee on tap, "crime" videos were shown i.e. *The Godfather* and *Scarface*, plus a large selection of board games which were all there to help you pass away the time.

Oh yes, I almost forgot to mention the free beer tokens as well! The meet went very well with lots of chat, intrigue and double dealing which all culminated in a drunken game of *"Mad"*, the board game, which is something I will remember for the rest of my life!

While at the K.J.C. meet I discovered that game one of *It's A Crime* has been won! **Alan Crump**, and his family, **The Waltons** – what a wimpy name – named Godfather of the City for three weeks – winning the game.

Lucky Alan, he could have ended up like the one time godfather of game three, **Big Mickey Mouse**, who was also at the meet?

Micky confided in me that he was named Godfather in one turn and by the time he got his next turn back he had been completely obliterated. Such is the way of the mob!! I also told him that I would keep this a secret. Sorry Micky!!

Remember that you still have the chance to get involved with the C+VG version of *It's A Crime*! All you need to do is write in to me and you will receive a FREE Rule book, FREE start up and TWO FREE turns.

The person who becomes Godfather for three weeks gets to win the C+VG Crime Trophy as well as play in another game of *It's a Crime* FREE, plus various other **K.J.C. Games**. It's still not too late!

The leaders of the C+VG Crime game at the moment are the **Colburnites** (gang number 102) with a notoriety of 219. However they are closely followed by the **Satanfists** and the **Sons of Batman**, who are both hot on their heels. Don't fret if you are not on the notoriety table yet, as there is still a long, long way to go, so expect things to change shortly as there is a lot of action yet to take place.

After that meet, I was soon zooming off to Southampton for the **Sloth Enteprises** *Saturnalia* meet. Once again, the amount of people that turned up was not as many as was expected, but all the famous faces were there and despite some dismal weather that put paid to some of the organised events, everyone had a pleasant time, with board games being the order of the day.

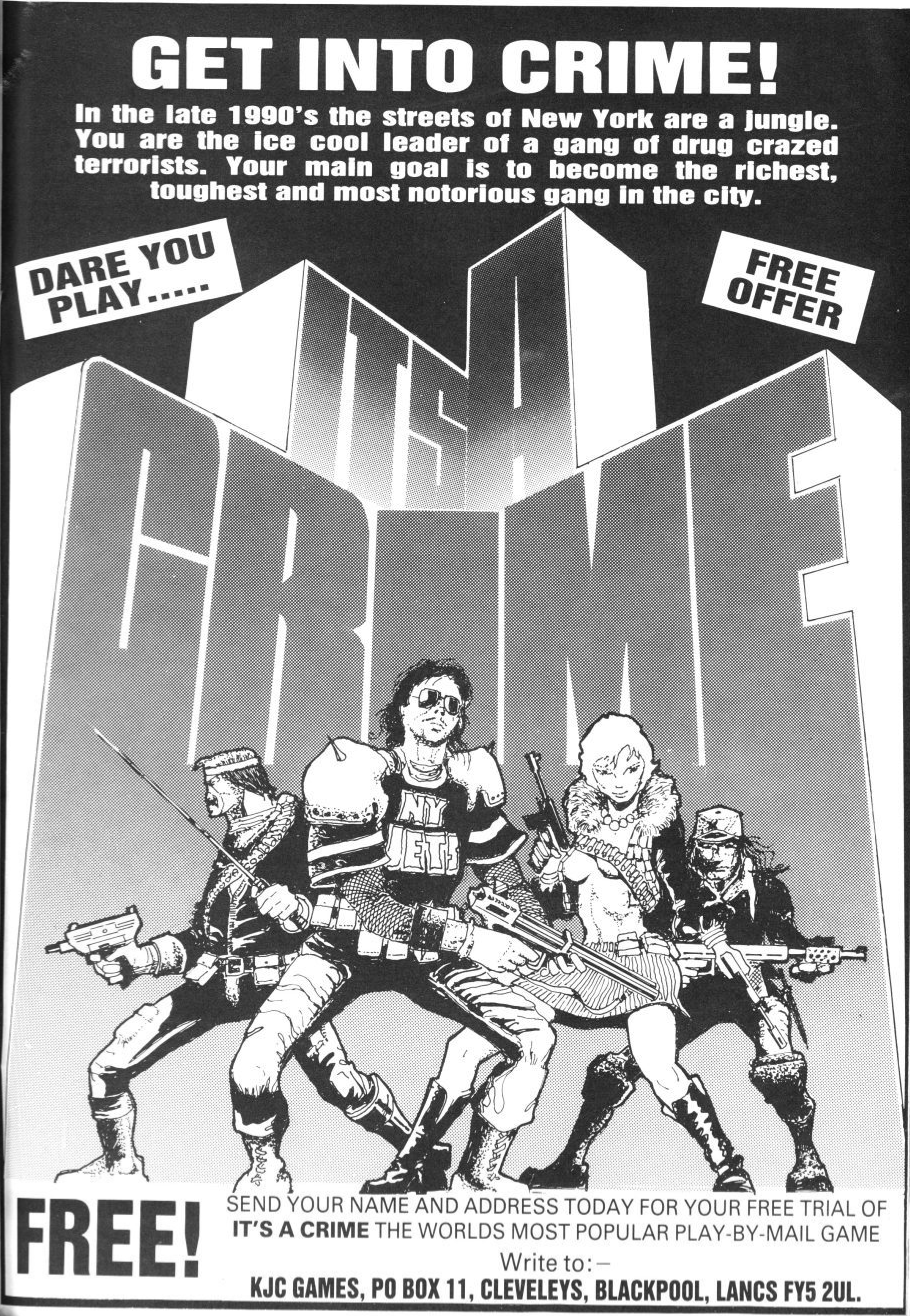
A lot of the meet was spent in various public houses and there were hundreds of rumours and stories circulating as well as a load of old waffle.

Can the evil people invade the Southern Isles with safety (I hope so!) or can the White Isle raise an army from its cowardly population to effect some kind of defence? We shall see.

Sloth have also hurdled over their G.M. problems by employing two more new G.M's and they have almost immediately cleared their backlog of work.

The only meet that I did not attend was the **A.E**'s meet in London and the reason I didn't attend was because I wasn't invited! I heard on the grapevine though that the meet was very well attended with approx 150 people attending the meet in a pub, which was conveniently open all day.




GET INTO CRIME!
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Apparently one of the highlights was the mass eating of a large cake, which was baked into the shape of the mountain on the cover of their rulebook!

RHANN GAMES OFFER

● Rhann Postal Games has obtained the rights to run **Epic III, The Kings Game**, which is a game of politics, diplomacy and military conflicts. The player controls the ultimate destiny of their chosen race.

The game is completely computer moderated and in parts is quite technical. It gets more complex as you advance and develop your nation.

It has six position types as well as six racial types plus a choice of 22 different troops to choose from. Also it is open ended and has no fixed deadlines. The minimum processing time between turns is claimed to be seven days.



Rhann have also released **Eclipse** which is an introductory galactic warfare/conquest game, which they claim is easy to play. The rulebook is not that well printed but it is easy to read. This game is a game for between 12-20 players lasting until a player or players control ⅔ of the galaxy. Once again this game is completely computer moderated.

Now onto the bit you have been waiting for. Rhann has offered six FREE playtesting positions for an unlimited period in *Epic* and an entire FREE game of Eclipse for 20 C+VG readers. That's what I call a generous offer. How do you get your grubby little hands on one of these freebies? This is how:

● **Epic III Playtest**

I require six P.B.Mers who are experienced in computer moderated P.B.Ms as this game is quite difficult. You should write in telling me what games you have played, where you come in them and in no longer than 100 words why you like computer moderated games. No novices please.

● **Eclipse**

I require twenty P.B.Mers who have NEVER played any kind of computer moderated game whatsoever to write in and tell me what other games they play as well as telling me in less than 100 words why you want to play a computer moderated game when you have never done so before. No experienced players please.

When the playtests are over I will give the names the full review they deserve.

There you have it. Easy isn't it! On the other hand if you want to play either of the games regardless of the playtesting, please note that the prices are as follows:

Epic III: Start up costs £5.00, which includes two free turns. Further turns cost £2.00 each.

Eclipse: Start up costs £2.50, which includes 2 free turns. Further turns cost either £1.50 or £2.50 depending how many orders you issue. All Cheques made payable to Rhann Postal Games please.

● **Jade Games** has written into me informing me that it has started up two new games. The first is called *Chronicles of the Knights of Avalon* which is an empire building game. Set in the realm and time of fantasy, it is fully computer moderated with ten day fixed deadlines and contains a maximum of 100 players.

It is run on an Atari 1040ST using 5 megabytes of memory!! They make various claims with regards to this game which I cannot confirm.

However I will soon be allocating a playtester, so you can read all about it in a future column. To let you know just a few of the claims that Jade make about this game, read on: A unique and realistic mapping system; 1000s of player armies and fleets involved in conquest; A highly developed class system of squires, knights, Lords etc; 1000+ power cards; Special powers and options to control the deadlines of other players.

The good news for you people out there is that the rulebook and set up is totally FREE to all C+VG readers, so if you want one just write in and I will forward your request on to Jade.

Jade has also signed up a game from the States called *New Order.*

As I write, I have received a looseleaf version of the rulebook, which is quite bulky and complex. Another totally computerised game, this one is sci-fi based. Scientists on your planet have suspected for some time that an intelligent lifeform exists out in space, and with the recent development of a brand new, sooper-dooper hyper jump engine you can go and find out. Will the aliens be the dominant species or will it be your lot? You can find out.

The rulebook costs £3.00 and further turns cost £2.50, with no extra charges what so ever. However, before you start out I would advise you to do what Jade suggests. Don't ask to join a game before you've read the rulebook. It looks very complicated and is definitely not the game for a novice or even a slightly experienced P.B.Mer.

By the time you read this the rulebooks should be printed up and games should have started running. If you are interested please make out all cheques to Jade Games and I will pass them on.

Jade has also purchased their first postal role playing game. I am eagerly looking forward to how they do with this format of P.B.M. as, to date, all their P.B.M.'s have been computerised nature. I will keep you informed as information comes to hand.

● If you read the daily tabloid press you will probably have seen that **The Laboratory**, who run *Further Into Fantasy*, have come in for a bit of flack. If you haven't seen what was written, I'm not going to repeat it as most of it was vastly inaccurate and wildly fictitious. But to set the record straight The Laboratory has not closed down. It is still running and turn around is nearly back to normal. None of the G.Ms have been sacked from any of their jobs.

There is a possibility, because of the coverage it has received, that some of you may wish not to continue in the game – that's a pity because it is an excellent one.

If you have any enquiries to make with regards to this matter, please contact: The Laboratory, Box 66, 19 Colbourne St, Swindon, Wiltshire, SN1 2EQ.

● **Mitre Games** is giving away FIVE copies of their excellent boxed P.B.M. **Tribes of Crane**.

Tribes is without a doubt THE best presented game in the U.K. Each of these boxed sets are worth £9.95 so they are well worth winning.

You are a leader of a tribe attempting to survive on a hostile and barren planet.

To win one of the five boxed games all you have to do is write in and tell me what a Mitre is, what it is used for and how is it used. I will pick the first five people out of a hat on October 16th. The winners will be printed in this column. Mitre has also asked me to tell you that if anyone wishes to join their excellent game **Mitgard**, they can have their first turn FREE.

Mitgard is a complete simulation of Military, Economic, Political and Cultural activity on a large scale in a fantasy world. As you work your way up you can control vast forces of wealth and political influence. There are graphics, depicting forts and deployment of your forces, sieges and strategic positions.

It is computer moderated, but I believe there is a large G.M. involvement and participation for written reports.

Start up costs £5.00 for a large rulebook and further rounds cost £3.00 a time. This game should seriously be considered by wargamers, or people who like a lot of diplomacy and tactics.

Finally, Mitre would like to know that they are always on the lookout for new G.M.s, so if you have 'O' levels in English, good handwriting, experience of fantasy role playing and have a good imagination, drop me a line and I will pass all the details onto Mitre.

● Turnaround time in **The Hunting** is going to be increased because as I write the G.M. has just had a couple of weeks off. The word on the street is – be patient! Although we would like G.M.s to work 24 hours a day, 52 weeks a year they are only human (well some of them anyway) and they deserve a break. I suppose that as computers do not take holidays, computerized P.B.M.s can count this as some kind of advantage.

● **Sloth Enterprises** has decided to re-launch their game **The Enchriddion**. It's a great game, and if you win, you receive a cash prize, which is a fixed percentage of the turn fees.

I have seen it first hand and even played in the playtest, so I feel qualified to tell you that it is a very enjoyable game.

You need good powers of imagination though, for the game is set in a fantasy-medieval type world, where you have been asked to find the most powerful book in

the world, *The Enchriddion*.

You start above ground trying to find an entrance to the dungeons. Once inside you are on a wondrous tour of everything from dungeons to islands.

You can either play as a single character or a group of up to eight. I haven't obtained the details of the prices yet, but if you are interested, forward an s.a.e. to me and I will pass it on.

● REVIEW

TROLLS BOTTOM

What would you expect a game called **Trolls Bottom** to be like? Silly? Stupid? Mad? Well you'd be absolutely right – but you'd have missed out the most important point. It's also a great deal of FUN! **Project Basilisk**, who runs this P.B.M. seem to have got the aim of the game right first time.

You play the part of a very large, ugly, troll. You should all know the two things that give trolls pleasure. You've got it. Eating and fighting. In this game you get to do a lot of both.

The aim of the game is to become the last troll out of 70 roaming the 400 troll holes on the island that you are placed. When you have done this you have deemed to have created a suitable place to attract a mate. In real life you are awarded a prize for winning.

Once you take on the body of a troll you gain the following attributes – strength, build, morale, tale and sanity. These are the qualities by which you judge in what condition your troll is in.

You lose or gain points in your main attributes depending on the actions you take.

For example, sanity ranges from a melon to dangerously sane. It's up to you to work out which rating is good for your trolls.

Just because some of your attributes are low doesn't mean you'll do badly in everything you undertake — in fact in some attributes it is good to have a low rating.

You submit your orders by issuing a series of codes for the action orders that are described to you in the rulebook. You issue your orders by writing down a series of codes on a turn sheet.

At the present time you have the space to enter 14 actions on a turn card. Therefore each turn you fill in the action card with up to fourteen orders for your troll, attach a stamp to the back and pop it in the post box to await for a print out, showing your troll's progress – or lack of it.

In nearly all the orders you use you have to state the amount of strength your troll will use in each action. The total amount of strength a troll can use per turn is 134. However it's wise to note that although your troll may only have 44 strength on the print out, it can actually use up to 134 strength regardless. In fact you can use up to the limit of 134 strength at all times.

Furthermore you will also have to issue a weapons code with the majority of orders. Weapons range from hands and feet – which are pretty deadly – to Dragons backbones – which are very deadly.

The idea is to use a combination of up to six weapons at once and you can also use food as a weapon. Don't laugh, how would you like a hard blow over the head with a coconut.

If your troll only had hands and feet, bones and daggers to fight with the weapons code would be as follows: Hands and feet = 1, Bones = 2, Daggers = 3.

The weapons code you would use would be 123000, as you have to put six digits in the weapons code box. Easy isn't it!

ACTIONS

There are 14 actions, but I do not intend to go into all of them, as I think a few will suffice and give you a flavour of the game.

HUNT

This enables you to hunt for food. When you eat food you regain your lost strength. Trolls are always hungry and I found that using this order every turn is a must.

MAKE WEAPONS

When a troll eats, digs or robs someone, it is more than likely that it will obtain some bones. With the correct amount of strength and bones your troll can make different degrees of vicious weapon. The most feared Troll made weapon is a spiked crusher, which is very mean.

ATTACK

This gives you the option to attack another players troll. You can attack a troll that is in one hole away if you attack underground and two holes away if it goes overground.

If you win you may kill, badly injure or wound your opponent. You may also gain some equipment. However, if you lose you will be the worse off for morale and strength. The attack action should carry a government health warning. Attack actions can seriously damage your health as well as anybody else!!

EAT

This order is the one order that you MUST do every round. It is not included in your 14 orders, so you have no excuse for not doing it. Eating gives your troll strength, sanity and lots of very useful bones.

OTHER FACTORS

Your troll gets a life long companion when he starts off on the island. A king vulture. Because it is your life long friend and it gets to eat the scraps of food that you leave behind, the vulture will spy on up to ten holes for you each round.

You should note that you automatically get a report on the eight troll holes surrounding you, so there is no need to send it to spy on them.

Also in certain holes you find magic possessions such as different colour rings, guards, seeds and mushrooms. Each of these do different things to help or hinder you as the case may be. The only problem is that you have to learn how and when to use them!!

Also from time to time you get extracts from a diary printed on your turn sheet. Written by a poor unfortunate, now dead, creature marooned on the island.

You are deemed to have found the diary while adventuring. It tells you some of the things the creature saw and what it did.

The extracts are in fact clues to some of the more weirder things that happen on the island. For example you get to meet Balrogs and Moonworms. In the future you will be able to meet wizards and many other monsters.

You also get the chance to make special brews which enhance your powers, plant seeds and grow magic trees and even make troll jelly!

By the way, you also get a 5' by 2' map, which shows you all the trolls' holes on the island and it makes mapping simple.

Also you get the chance to issue a 62 word message to all the other players in the game by entering it in a specified box on your turn sheet.

The game also has a regular newsheet, which is full of hints and tips as well as updates on which trolls have gone to the big troll's rest in the sky.

For all you technical buffs out there, the game is run on an Amstrad 8256, expanded to 512K. At this time there are 42 separate programs making up a total of 271 K with a database of 30K for each game.

WAYNE'S VERDICT

This game is not to be taken seriously. It is wild, wacky and fun. If you want a serious P.B.M. then don't play this game. The attitude for this game should be: "I'm going to play this game for the sheer hell of it and do some really stupid moves to see what happens". Play it this way and you'll probably win!!

It is one of the easiest games I have come across and is ideal for a newcomer to P.B.M. who doesn't want to get shown up by getting killed off in the first turn because of lack of experience. It's the kind of game where you come home, spend five minutes doing the turn and that's that until the next turn.

As I mention it, the turn round is excellent. 4 days at the MOST is the longest I've waited. It is probably one of the quickest turn around games on the P.B.M. market today.

Also this game has one big advantage. All the players seem to be playing it for the right attitude and if you want any help just put a message out via your turn.

This will be printed on every other players turn sheet with your name. I did this and I got about ten replies, all wanting to help me or get me to join an alliance.

Alliances play a big part in this game and if I were you I'd join one of them as soon as possible for a bit of mutual protection.

I'll only give you a few hints as it really would spoil the game for you if I told you all that I found out.

- Keep on the move
- Get into an alliance
- Think of really weird things to do, they might work
- Spy on someone before you attack them
- When you attack someone, do it several times a round and then issue a Look Out order on them

The only bad thing I found in the game was the way the special items are dealt with. You really have to try everything to get the best out of them.

There are no clues telling you what to do with them usually before you find out their full effects.

Overall, I liked this game and you have nothing to lose by giving it a go. It is quick, fast, simple and enjoyable.



SINCLAIR user

NEXT MONTH

Which are you?

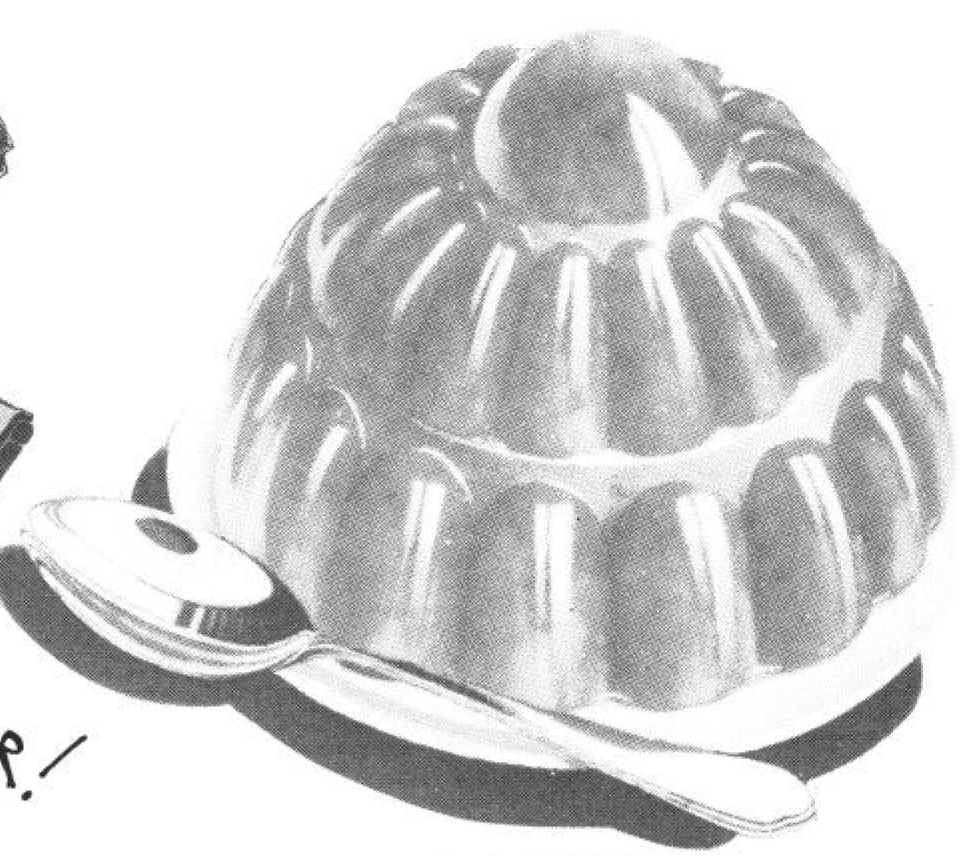
A wiz-kid intergalactic super hero feared throughout the seven galaxies?

Or

a small green piece of jelly?



▲ A WIZ-KID INTERGALACTIC SUPER HERO



▲ A SMALL GREEN JELLY

● December's *Sinclair User* features an astonishing computer moderated board game free. It's all in colour and features some of the strangest characters you've ever seen. Designed to appeal to arcade freaks and strategy addicts alike.

And there's more:

● Next month SU continues its record of more Spectrum games reviews than any other magazine. Just count 'em.

● We do the same thing for Previews – pages and pages of first-look screen shots. See them in SU first.

● You want Pokes we got 'em – every month we carry more Pokes than the opposition. Yet our pokes have a special feature – they work.

● We're also reviewing some hot new joysticks in December's issue and don't miss our complete map and playing guide for Wizball.

SU: Definitely not for jellies

Out November 18th

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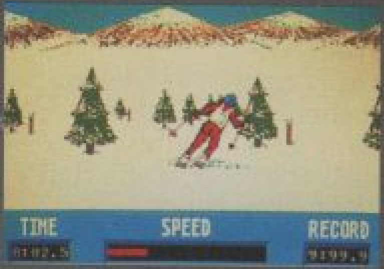


WINTER OLYMPIAD'88

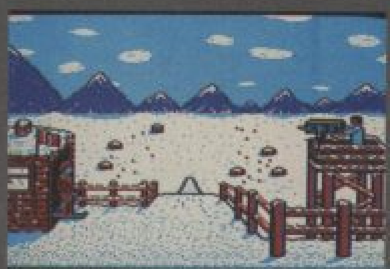
Winter Olympiad '88 is undoubtedly the best winter sports simulation to date. It features the classic winter olympic events; Ski Slalom, Giant Slalom, Two man bob, Ski-Jump, Biathalon and Speed Skating. These have been depicted in a way not seen on any home computer before. The result is a phenomenally realistic and spell-binding game.

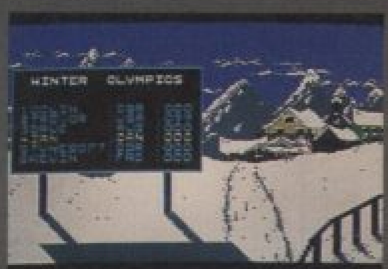
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Comix.



Who or what is Moebius? "Who" is easy. He's a real rarity: comic artist — as opposed to a comic hero with a secret identity. By day, as it were, he's Jean Giraud, artist/co-creator of one of France's most popular western strips, *Lieutenant Blueberry*. By night (creatively speaking) he's probably the most off-the-wall genius in comics today.

Giraud had already built a reputation as a fine "mainstream" comics artist under his own name, particularly on *Blueberry*, when he realised the need for other outlets for his creativity and for his interest in science fiction. His solution was to dream up a new identity for himself, enigmatically named Moebius after the German, mathematician who devised the "endless loop" of paper known as the Moebius strip.

Since the early 70s Moebius (sometimes, just to add to the confusion, signing himself Jean Gir) has unleashed on the public a series of extraordinary fantasy/ science fiction stories. These, and his part in founding the revolutionary comic-strip magazine *Metal Hurland*, marked a great leap forward in story-telling techniques, in public acceptance of comic strips . . . and in sheer mind-blowing story concepts.

It didn't take long for American publishers to recognise the genius of Moebius (wouldn't that make a good title for a book?). One of them, in fact, provided what seemed like the ideal vehicle for Moebius to conquer the English-speaking world: an American edition of *Metal Hurland* called *Heavy Metal*.

Unfortunately, the reality didn't live up to the promise. The translations of *Moebius*' idiomatic French were stilted and sometimes inaccurate, and the colouring was not at all as Moebius had intended. Nevertheless, his fame spread, and a year or two later found Moebius in America doing design work on two films dear to *C+VG*'s heart, *Alien* and *Tron*.

This long preamble is all leading up to something — something quite unlikely, in fact. Would you believe Marvel Comics to the rescue? To be more precise, the Epic Comics division of Marvel, which began as a sort of alternative to *Heavy Metal*, is now in the process of re-presenting all of Moebius' works, specially re-translated and re-coloured under the supervision of the man himself. They're being published as a series of six deluxe volumes aimed at "mature readers". The first two have already appeared; the third should be out by the time you read this. All six are being imported by Titan Distributors and sold through comic shops at about £6.50 each. And they're highly recommended.

Those are the facts. What's more difficult to define is: *what* is Moebius? You could say he's a true artist, constantly pushing himself to achieve something new and different. You could call him a master storyteller in the fantasy genre. Or you could choose simply to judge him by his works.

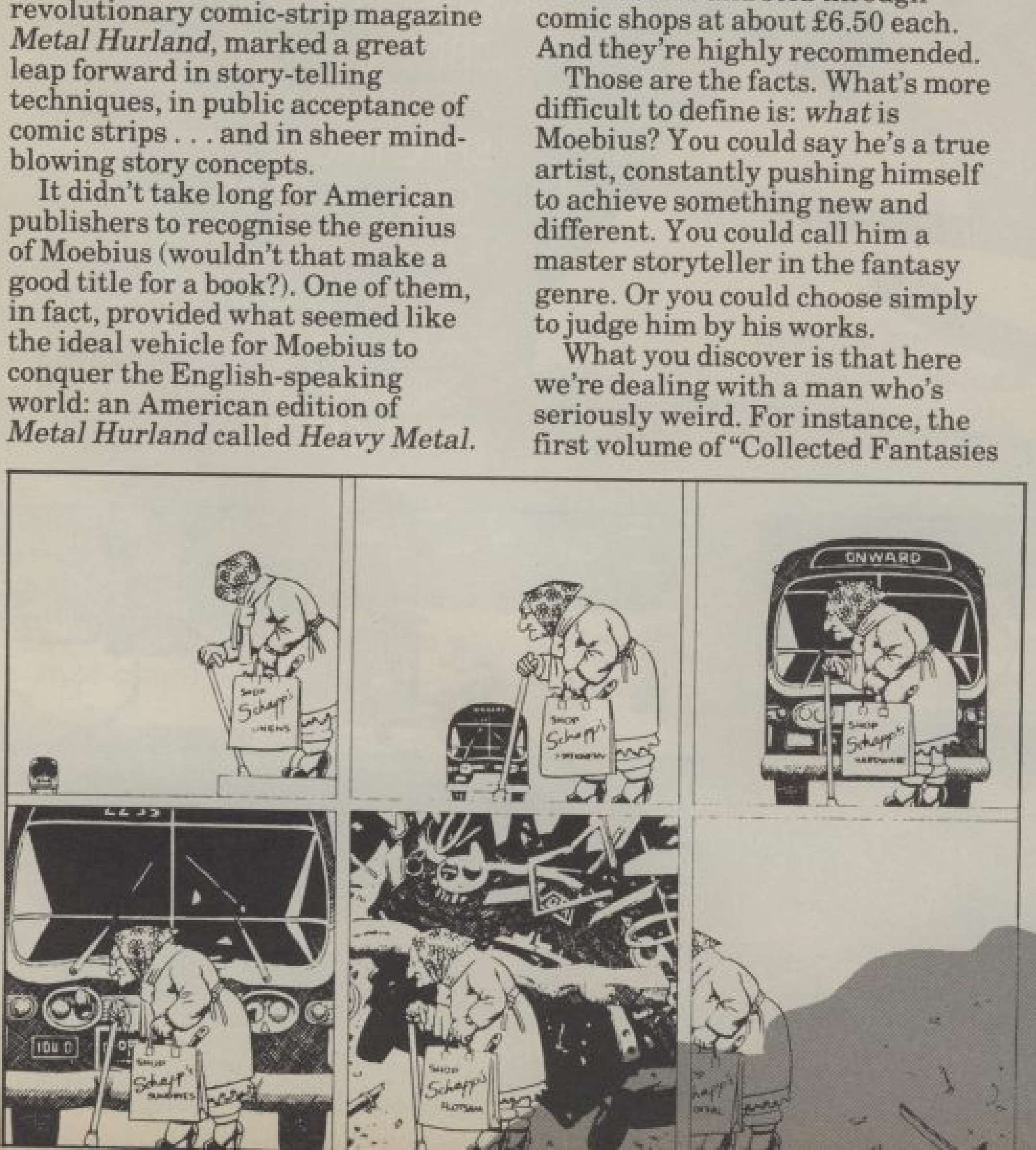
What you discover is that here we're dealing with a man who's seriously weird. For instance, the first volume of "Collected Fantasies of Jean Giraud", as it's subtitled, contains:

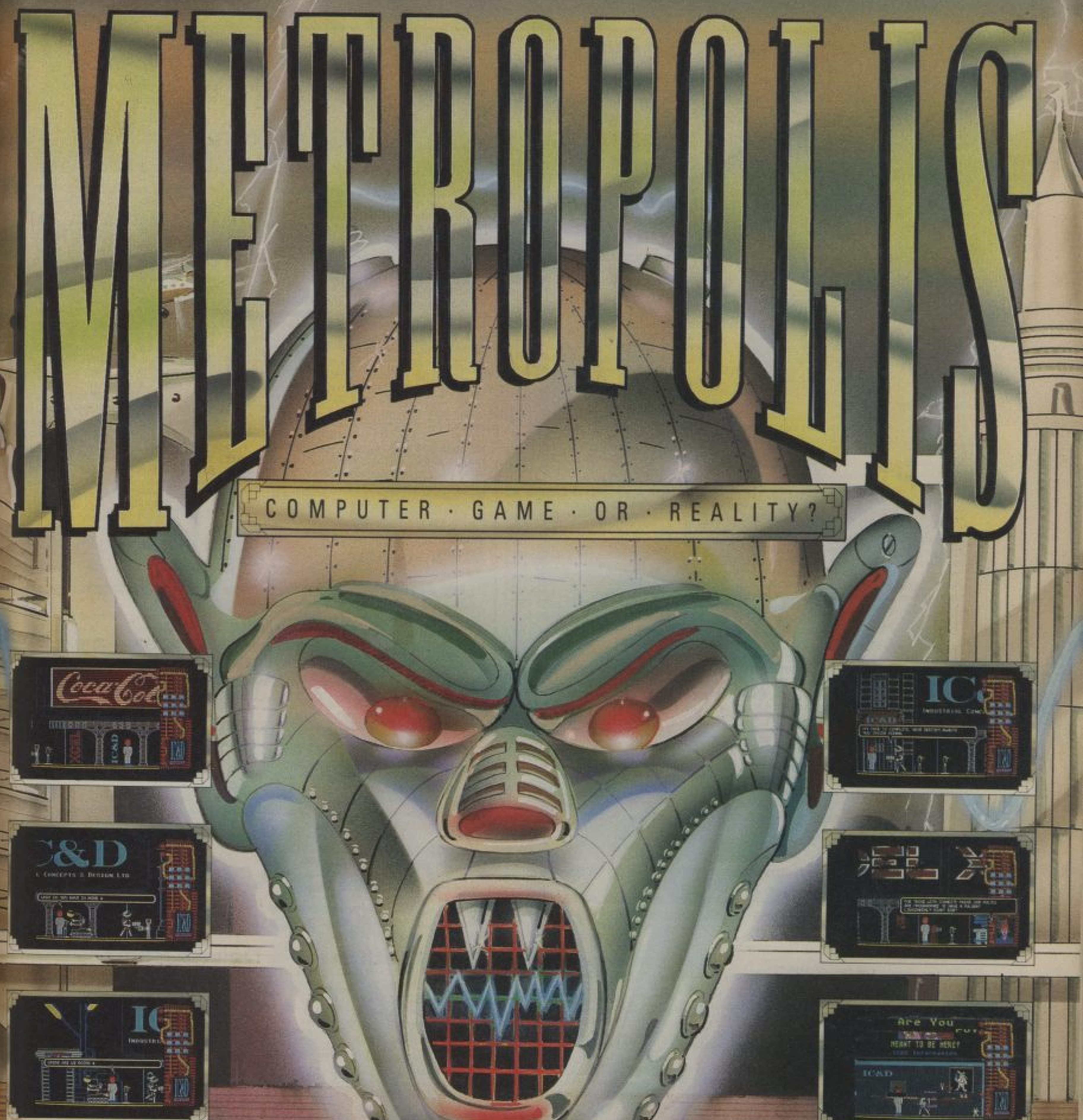
- "The Repairmen" — Our first meeting with Stel and Atan, who crop up again in the next story. They find a very strange way of fixing a damaged Waymaster, one of a "mysterious race who drive endlessly across the incredible networks of road which covers their planet". This, though, is just a prequel to . . .
- "Upon a Star" — A wonderful story originally commissioned by Citröen, the car company, as an extra-special giveaway for their top sales people — "thereby", as Moebius puts it in his introduction, "frustrating all the traditional French comics collectors"! It concerns a space-bound "Marie Celeste", a graveyard of abandoned spaceships whose 300,000 crew members are camping out in the shadow of a gigantic blue pyramid (which turns out ot be something else entirely) . . . and a 1938 Citröen. We begin to get an idea of the cosmic scale on which this man works!
- "Aedena" has a similar theme — humans lifted to a higher plane by alien civilisation — but with a rather different focus and some beautiful colours.
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Mailbag.

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● For the past two years I have been an avid reader of your mag. In this time I have seen many changes in C+VG and computers in general. Most of these changes have been good, especially the improved news and letters pages except for the replies from non-entities.

The new 16 bit machines are also impressive. In your April '86 issue the Amiga vs ST challenge was held in which the Amiga came out on top by a mile.

So what has changed in 18 months. In the September '87 issue the Editor told a reader to get an ST because they are cheap and he likes them!

The new A500 is a brilliant machine at an amazing price, and, for Richard Monks, you CAN use an A500 with a T.V. Taking all of this into consideration, I find it hard to see why you are displaying a marked bias towards an inferior machine.

If Atari want their product advertised they should pay for a real ad like everyone else, and not get the Ed to do it for them.
Paul Colliss and Adrian Briers
Leicester
Editor's reply: I speak as I find Paul and Adrian, and gave Richard my opinion. We can still have opinions, can't we? You like the Amiga – I like the ST – 'nuff said?!

● Konami Software Club, produces a monthly newsletter about Konami activities.

Each newsletter there are reviews of new computer and arcade titles being produced by Konami, gaming hints, features and a whole lot more. The subscription price is just £3.95 per year U.K., overseas rates on application. With the newsletter members will receive a membership card with their own personal number, which will allow them to take advantage of merchandise discounts.

Membership has proved popular with MSX owners, although we will be reviewing and including news on other micros. In addition to Spectrum, Commodore and Amstrad, we will be covering the MSX, C16, Einstein, and 16-bit machines, together with games consoles.

Any interested readers are invited to send a 9 by 4 SAE for an application form and details
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Editor's reply: Sounds like a good deal...

● We were really chuffed when we read the review of our adventure, Dusk Over Elfinton, in our local John Menzies. We were so over-the-moon about in fact that we bought two copies of your mag to treasure for the rest of our lives.

We were a bit disappointed, however, as a few bugs crept into the review, namely our name & address. We know that we have a weird address as we live in Wales, but we printed it enough times so you should have got it right!

For everyone who so desperately wants to buy a copy of *Dusk*, it costs £2.95 on cassette – also on Microdrive for £4.95 – and our correct address once again is: Bandit Video Games, 1 Glanmorfydd House, Cwmgarw Road, Rhosamman, Ammanford SA18 1DP. Tel 95 824803.

Also, the quest for the Orb is only one of the aims in the first part of the adventure. The main aim in this part is to free the Wizard, while the overall aim in *Dusk* is to rescue the Wizards castle from the rule of the Lizardmen and consequently discover a means of returning to your own time.
James E. Hooper & D. Harper
Ammanford.
Editor's reply: Well, it IS a dodgy address...

● I went through all this drivel about five years ago as a BBC owner, and now, having bought an Atari STFM, find the same old problem raising its extremely ugly head again. I am referring to the price of games software.

Virtually all software houses price their software on the principal of the better hte computer, the higher the price. To a certain extent, this is fair enough, as it takes more time and skill to program a finer production on the more powerful computers.

As regards the ST and Amiga, it seems to be standard policy to price these versions at nearly twice the price of the already over priced Amstrad disc version, at around £25.

Mastertronic, seemingly one of the few honest software houses, have proved that selling at £2.99-£4.99 brings massive sales, and has made them one of the richest houses.

Do Sub-Logic – wonderfully appropriate name – really think that selling *Flight Simulator II* at £50 will bring in more profits than they would get selling at £10-15? Surely they would sell ten to twenty as many copies at this price.

For once, will the software houses use their commonsense and price all of their excellent titles as only Mastertronic know how.

So, there are two paths open to us games players – have a massive write in protest, or better don't buy any software above £10 in price, unless it consists of a gold or platinum disc.
Colin Campbell
Belfast

● I feel that the average age of your reader has started to become younger. Why? Well, looking thru this months copy of C+VG everyone seems to be saying what I say is best and everything else is crap.

It's a well known syndrome – Narrow Minded Obnoxiousness and by looking at the replys to some of the letters I can see also that the symptoms are showing in you also.

A few views that I would like to express are – Jerry Paris needs a script editor. You also need your style sorted out and spelling mistakes. On the whole, Mark Bromley does the best artwork for your covers. You mention you did have a strategy section, but I could not find it anywhere. I would welcome it as I sick to death with killing aliens with plans on universal slavery available to everyone. I think Wayne also deserves more than a page as he seems to be getting more followers every issue. Your heavy metal section is... well it's there.

Although I don't read it myself, I don't carp and moan about it. A quick word to Wim de Gent, The Sisters split in 85/86, long live the Sisterhood.

Back to the point. Nipples! Yes they were invented long before computers and as the average age of your readership is 16, everyone knows what they are.

Out of the two computer mags I buy, one has an inferiority complex. Why the constant bitching against each other? What does it achieve.

Zzap is on a downer at the mo, so don't add injury to insults just get on with your job, trying to keep everyone happy, or me at least. On the whole, your mag seems the more intellectual of the two, although you do have your moments.

Advice please. As I said earlier, I'm sick with the current state of software for the C64, so do I – buy a disk drive for it or flog it and all my games and buy an ST FM. Please make a serious attempt at answering as my funds are short – of course you could give me a job helping Wayne with his workload.

Information please – when I had my Speccy in the old days, I had a great game for it called Rebel Star by Firebird.

Now I wrote to them asking if any plans for a conversion were in the line. The answer I received wasn't worth the paper it was printed on.

Please kick some ass up there and get it done, throw your weight around, stick your fingers down your throat, just get some intelligent response from them. I'm not a kid, so don't treat me like one.

One more moan — not a month goes by without one company or another obliterating the pages of the mags I read with their glossy double page hype and this months "essential purchase".

It's funny how worked up you can get, typing. Anyway, I have nothing but contempt for the companies who rely on image rather than a well thought out intelligent game, if there is such a thing. Perhaps a P.R. officer could be invited from each of the companies to answer some queries from people who've been ignored by them.

It would certainly do their image no harm. I think I'd better leave it at that until some sparks off my prose again, I think I'll be writing again soon, so be prepared for another onslaught. A quick message to all Sisters fans — burn!

Andy F
Bristol

Editor's reply: What an epic! Enough points in there to keep you all busy replying for at least the next couple of issues.

● We regularly read your magazine here in Holland and when a problem arose we naturally thought of you as being the people to help. Here goes.

At the moment there is a Norman Wisdom series on BBC2 on Monday evenings. Might it be possible for you to give us an address of a video club in Britain who can send us a VHS video of these Norman Wisdom movies especially the first one shown at the beginning of July called *The Square Peg*.

We hope you can help us with the above or inform us what we can do to obtain the video. Thanks!

J. M. Rost
Holland

Editor's reply: Well, there's no accounting for taste — why you want Norman Wisdom on tape is beyond me! But there may be some other nutters out there who can help you out.

● After purchasing an Amstrad DMP 2000 printer and an interface usable with a Spectrum+ computer, I am having a few problems. In the back of the manual there is a chapter about printing graphics but this section does not tell me how to print graphics from the computer. I have tried printing a program with graphics in it but where the characters should be are question marks. Can anyone help.

Miss R. T. Monument
Norfolk

Editor's reply: Well, can anyone give Miss Monument a sensible answer. We can't!

● Why does it seem all your competitions are drawing ones. Can't you have essay comps or a competition trivia quiz. Where's the Bug Hunters?

Like the new articles, though I'm not too sure of the music pages. Personally I like heavy metal but I also like rap, indie, soul and some chart stuff as well. So why can't you cater for these and other forms of music. Like explaining all those forms of music as well as a general music summary.

J. J. Cool Jazz
Billinge

Editor's reply: All our comps aren't painting ones — but you should see the response when we do hold one! The Bug Hunters have gone to that great comic graveyard in the sky as Mr Paris moves on to bigger and better things — but watch for a brand new strip starting soon.

● I think that the judgements of the Barbarian and Xevious competition was a little bit unfair, especially the Barbarian one. People spent so much time and effort drawing their pictues and at the end they get beaten by four- and five-year-olds who I bet only spent one hour at the most to do theirs. Why can't William Lee Wah Kan be a winner for once? He's been a runner-up quite a few times! Could the artists have their pictures back if they ask for them?

My kid spent quite a few days on his and at the end he got nowt, not a sausage. Next time I'll get my three-year-old cousin to do the drawing.

Chun Wah Kong
Cheshire

Editor's reply: How do you know they only spent an hour? Everyone — despite their age — gets a chance to win C+VG competitions. Steve Brown, the man who designed Barbarian, judged the competition for us — so you can argue with him if you're handy with a broadsword. And if you enclose an SAE you'll get your entry back.



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Pen Pal Page.

● I am an Italian boy very interested in the Amiga and C64. I am looking for new friends in Britain, or any where else. Please write in English or Italian.
Umberto Valentino
Viale della Alpi No 40
90144 Palermo
Italy

● I am a 18 year old boy from Holland. Besides designing computer graphics/sprites, I am also a graffiti artist. I would like to get in touch with other graffiti artists in the world to exchange tips, tags, photos, etc.
Elout de Kok
Her oosterveld 9
7907 GE Hoogeveen
Holland

● I am interested in a 15-17 year old female, C64 owner who is addicted to cassette version adventure games. Any race, country or height. Interested.

Please write. No Australians — please.
Hordak
4 George Cr
Port Macquarie
NSW 2444
Australia

● I would like to get in touch with other users of the Amiga. I have a A500 and promise that all letters will be answered.
Daniel Mostrom
Betsley 6
552 59 Jonkoping
Sweden

● Hi, my name is Mark and I own a C64. I would like to exchange info on the 64 with anyone in the world and also write about other interests. I have a disk drive and datasette
Mark Cassella
32 W. Forest Dr
Rochester
N.Y. 14624
USA

● Hello out there. I am the owner of a C64+4 and I just LOVE computers. I also like horror films, 2000 AD, adventure gamebooks, role playing etc. I am 12 and I would like a pen friend who loves having fun and who would swap hints and tips. So, if you want a psychotic, fun loving guy for a pen friend, please write. You can be any age, preferably no younger than 11.
Steven Hern
Tyne & Wear

● I have just bought at C128 over here in Malaysia. However, it is very frustrating to find out that there are very few 64/128 users 'practising their knowledge' here. I would like to get in touch with any users in the UK to find out more about this fantastic machine. If anyone is interested in swapping hints, advice or just wants to exchange "eastern-western ideologies on the 64" the write to me.
Calvin
PO Box 1032
Penang 10840
Malaysia

● I would like to advertise for a pen pal. I have an MSX computer I would like a penfriend anywhere in the world. I would like it to be a boy around 15 or over. My other hobbies are swimming, horse riding and reading. I also like music — especially the *Police*. I am 14.
Helen Bray
Devon

● Do not read this unless you are a genuine pen pal who is prepared to write regularly. I am 22 years old and own an Amstrad CPC 464. I would prefer pen pals from abroad, but will guarantee to reply to anyone who sends a photo.

Write soon and give me a break away from playing computer games non-stop!!
Dawn Lever
Sutton

● Hi, my name is Samereen. I am a 15 year old girl who owns a C64. I would like a penpal (female) aged 18 and over from all over the world who has experience in all computers and anything linked with them.

Also someone who can solve problems, have ideas for projects, excellent in programming, word processing, know about modems, prestel numbers viewdata system, etc. Anything, anywhere, everything about computers. I am also interested in the BBC although I don't own one. So fans, why not contact me.
Samereen
London

● Hi, my name is Keely and I am 12 years old and own a CPC 464. If you want to be my pen pal, and like American football, baseball and English football, write to me now.
Keely Bergquist
Liverpool

● I am a 12 year old Chinese boy. I own a Sega Master System and I would like to have a pen pal who owns a Sega. Please write now, as I am feeling lonely.
Peter
Luton

● Hi, I am an Australian guy and I am desperately searching for someone who owns the same machine as myself — C16. I am looking for people from all over the world to exchange letters and pokes. Write to me now.
Mark Demicoli
39 Balnarring Drive
St Albans 3021
Victoria
Australia

● My name is Kay Dharbanga. I am 16 years old and have a CPC 464. I would like to have anyone with any type of computer who's 16 and lives abroad as a pen pal.
Kay Dharbanga
Coventry

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Hot Gossip

Loud and proud and ready to shock. Yes, C+VG's very own Mr T — Tony Takoushi — is back to rant and rave about computer games. Love or hate him, just read him.

I know it sounds crazy, but recently there have been times that I felt like exploding in excitement at all the new 16-bit/ console stuff, and there is still the odd few 8-bit games that gets the pulse racing.

This month's offering is a 128K MSX game called *Nemesis 2*. Yup, it's the follow up to the original arcade hit *Nemesis*, which was converted to all major formats.

It comes from Konami on cartridge and will set you back £20.

OK, you all know I foam at the mouth at the very thought of a Konami MSX game — but if you have ever been privileged to play one you will understand!

Boy, where do I begin? This game is absolutely choc-a-bloc with wicked touches, gameplay and action.

In fact this game made history for me, I have played thousands of games and for the first time EVER I hit the pause key to rest as the action was just too much for me! I had to calm down on getting to a mothership stage.

More of this later, now back to the game. It follows on from the first *Nemesis* in that you control a ship and have to clear assorted nasties from a planet. The scenario tells you that the evil Dr Venom has invaded your planetary system and you have to make like Clint Eastwood and bring peace and stability to all the planets.

The game is in the *Defender* vein, your ship moves left to right across the screen while the landscape moves above and below you. At the end of a wave you have to defeat a mothership to proceed to the next level.

You start off with just bullets at your disposal but can pick up, extra speed, missiles, double cannon, laser, optional extra ships and a force field by shooting certain aliens which turn into very juicy collectable pods.

There are other temporary weapons to be collected (via pods) that last a set amount of time, and include vector laser, option ring, enemy slow and rotary drill.

On defeating a mothership you can go for the big ones, here you go and sit in the hull of the dead mothership and you play a short round which results in you getting a new VERY lethal weapon (up laser, down laser, napalm missile, reflect ring, extended laser, back beam or fire blaster).

The enemy attack comes in the form of inertial alien patterns and bases on the backdrop — these open up and let you have it — also, mazes to manoeuvre through, rotating pillars to squeeze past, and Egyptian heads and Dinosaurs — very neat on the eye — to zap, or avoid!

There are seven planets to work through — statute, jungle, ancient, floating continent, fire, living and fortress.

What deserves special attention is the sound in this game. For the first time ever Konami has put a dedicated sound chip in the game cartridge.

A new custom sound LIS — that's what it says here — was specially developed which allows eight voice polyphonic sound effects.

The bottom line is that this game has music and sound effects that make the industry standards of Rob Hubbard look like Noddy. I know it is a sweeping statement but it is that good.

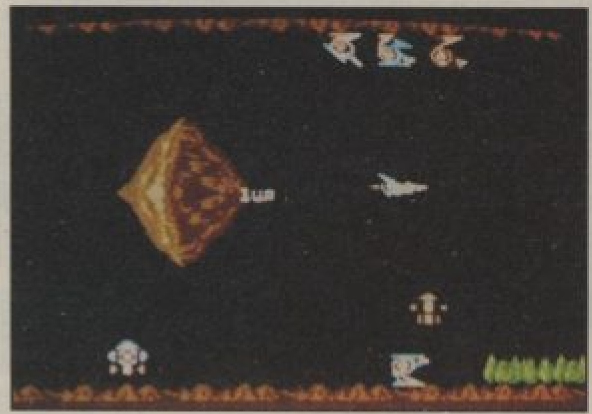
The graphics are excellent, well animated and coloured. My only qualm with the presentation is the scrolling which like the original *Nemesis*, is jerky BUT the action is so hot you do not have the time to even notice it.

Again the game scores in its playability.

Make no mistake, this game is very hard in places, but they are all the right places.

There's a ten digit highscore — you cannot be serious — and a continuous option at the end of the game so you can practice the high levels.

The game should be available by the time you read this as the launch date is mid-October, all I can say is Konami you have reaffirmed my faith in eight-bit games with a worthy follow-up to the original — and great — *Nemesis*. It is a follow-up in the true sense of the word . . .






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